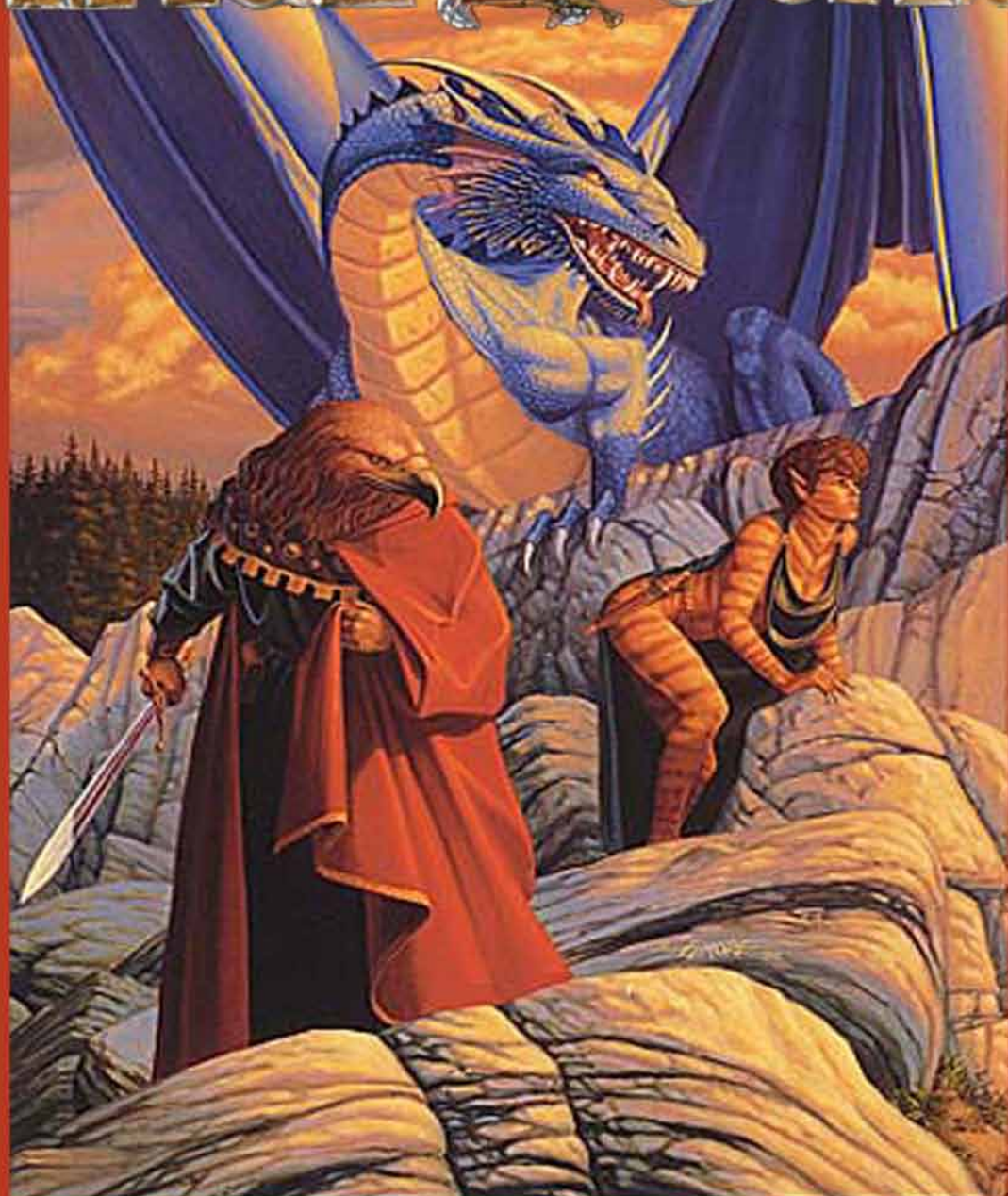


Advanced
Dungeons & Dragons®
Odyssey™

SAVAGE COAST™



**MONSTROUS
COMPENDIUM
APPENDIX**



MONSTROUS COMPENDIUM APPENDIX

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INTRODUCTION

The *SAVAGE COAST™ MONSTROUS COMPENDIUM® APPENDIX* assembles new creatures with abilities unlike any found elsewhere. These creatures dwell in the lands and waters of the Savage Coast—an area of hardship and swashbuckling adventure, of an ancient curse and powerful Legacies.

All creatures detailed within this compendium are typical for their type, with the possible exception of individual Legacies. Any DMs who are not familiar with the Savage Coast and the Red Curse should study the basic information offered on the following pages. *The SAVAGE COAST Campaign Book* gives more details on this unique setting.

Monster Entries

Each creature description includes the following information:

CLIMATE/TERRAIN indicates where the creature is most often found. Climates include arctic, subarctic, temperate, and tropical. Typical terrain includes plain/scrub, forest, rough/hill, mountain, swamp, and desert.

FREQUENCY is the likelihood of encountering a creature in a given area. Chances can be adjusted for special areas.

Very rare = 4% chance

Rare = 11% chance

Uncommon = 20% chance

Common = 65% chance

ORGANIZATION describes the general social structure the monster adopts. “Solitary” includes small family groups.

ACTIVITY CYCLE reveals the time of day when the monster is most active. Creatures most active at night may be active at any time in subterranean settings. Activity cycle is a general guide, and exceptions are fairly common.

DIET explains what the creature generally eats. Carnivores eat meat, herbivores eat plants, and omnivores eat either.

INTELLIGENCE is the equivalent of human “IQ.” Certain monsters are instinctively cunning despite low

intelligence ratings; such cases are noted in the monster descriptions. Ratings correspond roughly to the following Intelligence ability scores:

0	Nonintelligent or not ratable
1	Animal Intelligence
2–4	Semi-Intelligent
5–7	Low Intelligence
8–10	Average (Human) Intelligence
11–12	Very Intelligent
13–14	High Intelligence
15–16	Exceptional Intelligence
17–18	Genius Intelligence
19–20	Supra-Genius Intelligence
21+	Godlike Intelligence

TREASURE refers to the treasure tables in the *DUNGEON MASTER® Guide (DMG)*. If individual treasure is indicated, a single creature may carry it (DM’s discretion). Major treasures are usually found in the monster’s lair, often designated and placed by the DM. Intelligent monsters can use magical items from their treasure, attempting to carry off their most valuable treasures if hard pressed. If treasure is assigned randomly, roll for each type possible. If all rolls fail, no treasure of any type is found. Treasure should be adjusted if only a few monsters are encountered. Large treasures are noted by a parenthetical multiplier (x10, for example), not to be confused with treasure type X. Do not use the tables to place dungeon treasure; numbers encountered underground will be much smaller.

ALIGNMENT reflects the general behavior of a typical specimen. Exceptions may be encountered.

NO. APPEARING indicates the average size for a wilderness encounter. The DM should alter this to fit the circumstances. This should not be used for dungeon encounters.

ARMOR CLASS reflects protection due to armor, physical hardiness, magical nature, and reflexes. Humanoids that wear armor will have an unarmored rating in parentheses. Listed ACs do not include special bonuses noted in the description.

MOVEMENT shows the relative speed rating of the creature. Higher speeds may be possible for short periods. Human, demihuman, and humanoid





movement rate is often determined by armor type (unarmored rates are given in parentheses). Movements in different mediums are abbreviated as follows:

Fl = Fly
Sw = Swim
Br = Burrowing
Wb = Web

Flying creatures will also have a Maneuverability Class, rated from A to E. Class A creatures have virtually total command over their movements in the air; they can hover, face any direction in a given round, and attack each round. Class B creatures are very maneuverable; they can hover, turn 180 degrees in 1 round, and attack each round. Class C creatures are somewhat agile in they air; they cannot move less than half their movement rate without falling, they can turn up to 90 degrees in 1 round, and they can attack aerially once every 2 rounds. Class D creatures are somewhat slow; they cannot move less than half their movement rate without falling, they can turn only 60 degrees in 1 round, and they can make 1 pass every 3 rounds. Class E creatures include large, clumsy fliers; they cannot move less than half their movement rate without falling, they can turn only 30 degrees in 1 round, and they can make 1 pass every 6 rounds.

HIT DICE determines how many hit points worth of damage a creature can withstand before being killed. Unless otherwise stated, Hit Dice are 8-sided (1 to 8 hit points). The Hit Dice are rolled and the numbers shown are added to determine the monster's hit points. Some monsters have a hit point spread instead of Hit Dice, and some have additional points added to their Hit Dice. Thus, a creature with 4+4 Hit Dice has 4d8+4 hit points (8 to 36 total). Note that creatures with +3 or more hit points are considered the next higher Hit Die for purposes of attack rolls and saving throws.

THACO is the attack roll the monster needs to hit Armor Class 0. This is always a function of Hit Dice except in the case of very large, nonaggressive herbivores (such as dinosaurs). Humans and demihumans always use player character THACOs, regardless of whether they are player characters or "monsters." THACOs do not include special bonuses noted in the descriptions.

NUMBER OF ATTACKS represents the basic attacks a monster can make in a melee round, excluding special attacks. Creatures with multiple attacks might have several limbs, raking paws, or even multiple heads.

Table 1: INITIAL LEGACIES BY REGION
1d20

Roll	Region 1	Region 2	Region 3	Region 4
1	Aid	Animal Form	All-Around Vision	Acid Touch
2	Amber Paralysis	Anti-Poison	Anti-Missile	Animate
3	Armor	Bite	Ball of Fire	Blend
4	Burn	Breathe Water	Craft Item	Clairvoyance
5	Charm	Chill	Cure	Climb
6	Create Liquid	Crimson Fire	Disintegrate	Dexterity
7	Detonate	Digging	Displace	Disguise
8	Fight	Disrupt	Find	Duplicate
9	Grow	Entangle	Float	Feel Magic
10	Light	Farsight	Fog	Missile
11	Luck	Fly	Gas Breath	Phantasm
12	Proficiency	Meld	Gaseous Form	Poison
13	Projectile	Plant Form	Hypnosis	Red Steel
14	Senses	Red Shield	Leap	Reflect
15	Sight	Repel Metal	Phase	Regenerate
16	Speed	Shape Stone	Separation	Silence
17	Swim	Sleep	Shock	Spell Shield
18	War Cry	Spikes	Shoot	Unlock
19	Weapon Hand	Strength	Shrink	Weaken
20	Wind	Temperature	Translate	Webcasting





DAMAGE/ATTACK shows the amount of damage a given attack will inflict. Damage bonuses due to Strength are listed as a bonus following the damage range.

SPECIAL ATTACKS detail attack modes such as dragon breath, magic use, etc. These are explained in the monster description.

SPECIAL DEFENSES are precisely that. They are detailed in the monster description.

MAGIC RESISTANCE gives the percentage chance that magic cast upon the creature will fail to affect it. If the magic penetrates the resistance, the creature is still entitled to any normal saving throw allowed.

SIZE is abbreviated as follows:

T = tiny (2' tall or less)

S = smaller than a typical human (2+'-4')

M = man-sized (4+'-7')

L = larger than man-sized (7+'-12')

H = huge (12+'-25')

G = gargantuan (25')

MORALE is a general rating of how likely the monster is to persevere in the face of adversity or armed opposition. This guideline can be adjusted for individual circumstances. Ratings correspond to the

following ranges:

2-4	Unreliable
5-7	Unsteady
8-10	Average
11-12	Steady
13-14	Elite
15-16	Champion
17-18	Fanatic
19-20	Fearless

XP VALUE is the number of experience points awarded for defeating (not necessarily killing) the monster. This value is a guideline that can be modified by the DM for the degree of challenge and overall campaign balance.

The Red Curse section defines how the creature is affected by this curse, the Legacies, and Affliction.

Combat describes special combat abilities, arms and armor, and tactics.

Habitat/Society outlines the monster's general behavior, nature, social structure, and goals.

Ecology describes how the monster fits into the campaign world, gives any useful products or byproducts, and presents other miscellaneous information.





THE SAVAGE COAST

This long run of coastline is a wild frontier land that suffers under an ancient curse. The following basic information should impart fair knowledge of the curse and its workings. However, much of this information applies more to the monsters of the Savage Coast than the races. Details can be found in *The SAVAGE COAST Campaign Book*.

Afflictions are the detrimental effects of the Red Curse. When a creature first acquires a Legacy, attribute points are lost. The affected attribute is usually opposite the Legacy gained. For example, if the Legacy increases Strength, the attribute loss would occur in Intelligence. A creature that gains multiple Legacies loses points in multiple attributes. This can cause the creature's death.

After the attribute loss is completed, a physical change begins. This transformation depends on the exact Legacy gained. Typically, it warps the creature's body. If the Legacy grants armored skin, the Affliction might transform the creature's outer covering into rough scales. If it grants the ability to transform one hand into a weapon, the arm might permanently become a weapon. These changes are usually painful, and the transformation often leaves the creature shunned or even hunted by its peers.

Some races and creatures do not manifest Legacies, while still suffering Afflictions. Intelligent creatures may then seek out a means to evoke the Legacy since the negative effects are already present.

Cinnabryl is a shiny red metal found only within the lands of the Savage Coast. This metal is the most widely used protection against the detrimental effects of the Red Curse. To be completely effective, it must be worn next to the skin.

Nothing can prevent the first attribute point lost due to the Red Curse, but if *cinnabryl* is worn, all other negative effects are prevented, leaving just the powerful Legacy. *Cinnabryl* will even reverse any negative effects that have already begun (except the first attribute point lost). However, wearing *cinnabryl* outside the cursed lands will cause the loss of 1 point of Constitution per day until death occurs; this effect is known as the Red Blight.

Cinnabryl is found in red clay deposits. By more primitive people, these nuggets are worn in wrist bands, slipped in between the leather and the skin. Many others pound the metal into rough amulets. *Cinnabryl* is easily shaped and is often molded into

quality bracelets, rings, and pendants.

When providing this protection, *cinnabryl* depletes and eventually becomes *red steel*. One ounce of the soft metal protects against the curse for one week.

The Haze is a buffer zone around the cursed lands. While still marked with *vermeil*, these lands are not directly affected by the Red Curse. Those with Legacies who enter this area do not lose these powers, and visitors from other lands do not become cursed. The City-States, Hule, Yavdlom, The Arm of the Immortals, most of Orc's Head Peninsula, and several miles of water around the coast all lie within the Haze.

Legacies are spell-like powers that manifest themselves to any creatures in the cursed lands of the Savage Coast. This one beneficial effect of the Red Curse is still rarely considered positive. The onset lasts about a week, during which time the special ability can be activated once per day. After this, the power is fully active and can be used up to 3 times per day. Some of the Legacies are described below.

Red Steel is among the most coveted substances on the Savage Coast. Half as light as regular steel and just as strong, it is used to craft some of the finest weapons in the world. Its inherent magical quality also allows it to strike creatures only affected by cold iron or magical weapons. *Red steel* also holds enchantments well; along the Savage Coast, it is the preferred material for crafting magical weapons, armor, and other devices. The trade of *red steel* is carefully monitored. Various forces strive to keep it within the realm of the Savage Coast, but some of the metal does make it to the outside world.

The Time of Loss and Change occurs after a person or creature acquires a Legacy. When this happens, he gradually loses 2d4 points from a particular ability score (as described in the **Affliction** entry, above). If the person or creature begins wearing *cinnabryl* immediately, only 1 point is lost.

In addition to ability loss, Affliction occurs during this time if *cinnabryl* is not worn. These detrimental effects are also described in detail in "The Curse and the Legacies" chapter of *The SAVAGE COAST Campaign Book*.

Vermeil is the most obvious manifestation of the curse. This red dust permeates the soil and air, lending a reddish cast to everything in the region. *Vermeil* gets into everything made here, giving it a permanent reddish tint that remains even after the item is





removed from the cursed lands. Because it is in the air, all creatures and races of the area ingest small amounts of it, which affects their skin and hair color. The more time spent in the area, the more drastic the effects. Gaining a Legacy hastens this color change.

Vermeil radiates a faint magical aura as well. This accounts for the magical haze that covers the entire Savage Coast and its residents, making the spell *detect magic* all but worthless. This also affects many other divination spells, such as *know alignment*, *identify*, etc.

The Legacies

For a long time, the Red Curse was confined to the Savage Baronies, held in check by the powerful magic of the araneas. Then the Immortals warred amongst each other, and for several days all magic ceased to function. The forces which held the curse back were smashed, and the Red Curse spread along the entire coast. Though its basic nature never changed, the manifestation of Legacies did tend to be different within the new cursed areas. These areas with particular manifestations were termed as “regions” of the curse.

Only the hardy survived this initial onset; the initial attribute loss often killed the weak. During those first chaotic days, it was thought that a great plague was sweeping the coast; many stayed indoors rather than seek out the protection of *cinnabryl*.

Legacies are now considered a natural event in the life of a Savage Coast resident, and signs of manifestation are watched for as the young mature into adults. A particular Legacy can help to determine a person's fate; Weapon Hand almost always leads to a path of adventuring, while Breathe Water influences a person toward the coast.

Legacy Descriptions

The most common monster Legacies are briefly described below. Legacies can be used three times per day, but once one is activated, it must be used immediately. For more information, consult *The SAVAGE COAST Campaign Book*. In the descriptions, caster refers to the creature using the Legacy. Saving throws are allowed only if noted.

Acid Touch: (Instantaneous) Produces acid in mouth or hands. On successful hit, inflicts 1d4 points of damage plus 1 per Hit Die of the caster.

All-Around Vision: (1 round/level) Creature sprouts extra eye at each temple and two in back of head.

Amber Paralysis: (2 rounds/level) Paralyzes any target within 10 yards. Modify save -1 per 3 HD of

caster.

Anti-Missile: (1 round/level) Nonmagical missiles hit caster only on a natural attack roll of 20.

Armor: (1 round/level) AC bonus equal to -1 per 3 Hit Die of caster. Maximum bonus is -5. Lowest AC of -10.

Ball of Fire: (Instantaneous) Throws single flaming ball at opponent with range of thrown dagger. Successful attack inflicts 1d4 points of damage per 3 HD, maximum of 5d4.

Bite: (1 round/level) Caster grows large fangs, which can inflict 1d8 points of damage on a successful attack roll.

Blend: (1 round/level) Outer coloring changes. Caster is 20% undetectable plus 5% per Hit Die, maximum 95%. Penalty of -10% applies if moving.

Burn: (Instantaneous) Flame issues from mouth or hands at a range of HD-1 feet. A successful attack roll causes 1d4 points of damage plus 1 per Hit Die.

Charm: (2 rounds/level) Target within sight (with HD less than or equal to caster) will believe caster to be friendly. Target gets a saving throw.

Chill: (Instantaneous) At range of HD-1 feet, caster inflicts cold damage of 1d4 points of damage plus 1 per HD on a successful attack roll.

Climb: (1 round/level) Caster gains 95% chance to climb.

Crimson Fire: (2 rounds/level) One target per 3 HD (within 10 yards) outlined in red light. Attackers get +2 attack bonus on target in the dark, +1 in twilight or better light.

Cure: (Instantaneous) Heals damage equal to HD+1 in hit points, maximum of 16. Can be split among up to three recipients (including caster) as desired.

Detonate: (Instantaneous) Small object within 10 yards explodes. Fragments cause 1d8 points of damage to anyone within 10 feet.

Dexterity: (1 round/level) Raises caster's Dexterity to 18. If already 18 or higher, grants a +2 bonus, maximum of 25.

Disguise: (3 rounds/level) Alters caster's features. New form must be similar to old one. No special powers gained.

Disintegrate: (Instantaneous) Causes up to one cubic foot of nonliving, solid matter to crumble to dust. Magical items get a saving throw. Affected material must be touched.

Displace: (2 rounds/level) If physically hit, caster teleports 10 feet in a random direction, avoiding damage.

Disrupt: (Instantaneous) Red light leaps from caster's hand or eye and causes 1d4 points of damage per 3 HD to any one undead creature on a successful





attack roll.

Duplicate: (2 rounds/level) Creates illusory duplicate of caster that remains within 10 yards and can be either controlled or programmed to perform specific functions.

Entangle: (1 round/level) Caster's arms, fingers, or hair grow into tentacles 5 feet long per 3 HD, maximum 25 feet. If entangled, victim must make a bend bars roll to escape.

Feel Magic: (1 round/level) Caster detects and basically identifies the magical emanations of anything touched. Grants 5% chance per level, maximum of 75%.

Fight: (1 round/level) Grants caster a +2 bonus on all attack rolls or the THAC0 of a warrior of equal level.

Fly: (2 rounds/level) Grants caster flight at a rate of 12, maneuverability C. For creatures that can already fly, this increases speed by 6, maneuverability by 2.

Fog: (1 round/level) Creates stationary fog, 1,000 cubic feet. Limits all vision to 2 feet within fog.

Gas Breath: (1 round/level) Caster exhales poison gas at one target within 5 feet. Successful attack inflicts 1d4 points of damage per 3 HD; magical protection grants save.

Gaseous Form: (1 round/level) Caster becomes gaseous. Movement rate is 3, maneuverability B.

Hypnosis: (1 round/level) Caster affects target within 10 yards with an Intelligence of at least 5 and who is able to understand language. Failed save indicates a trance or the effect of a *suggestion* spell.

Leap: (Instantaneous) Caster can jump forward or up 20 feet, plus 1 foot per HD, maximum of 35 feet.

Luck: (Instantaneous) Caster can re-roll failed saving throw or ability check.

Meld: (2 rounds/level) Caster melds body and up to 100 pounds of possessions into stone, dirt, or wood.

Missile: (Special) Caster releases 1 magical missile per 3 HD for 1d6 points of damage each on a successful attack roll. Release all at once or separately at any targets. Dexterity bonuses apply to attack rolls.

Phantasm: (1 round/level) Caster appears as a horrifying apparition. Opponents must make a successful saving throw vs. spell or flee in fear. Lasts caster's HD in rounds.

Phase: (1 round/level) Adjusts caster's body composition to pass through solid matter. Can keep one item in hand solid.

Poison: (Special) Depending on HD, generates poison that causes sleep, paralyzation, damage, or death. Victims can attempt a saving throw vs. poison for half effect.

Proficiency: (2 rounds/level) Grants caster proficiency with any weapon or skill, or adds +2 bonus to existing proficiency.

Projectile: (Special) Caster shoots 2 physical missiles per HD, each doing 1d4 points of damage. Can be fired all at once or one per round. Must make attack roll for each missile.

Red Shield: (2 rounds/level) Generates glowing shield in caster's hand, 1 foot per 3 HD. Shield offers -1 AC bonus.

Red Steel: (1 round/level) Temporarily enchants melee or missile weapon to act as *red steel* with +1 bonus for every 3 HD of the caster.

Reflect: (1 round/level) Reflects first missile attack, melee attack, or spell that is not area-affecting. Originator of attack must save or suffer the reflected attack.

Regenerate: (Special) Caster regains 1 hit point per HD, at a rate of 1 per round. Can regrow small body parts.

Repel Metal: (1 round/level) Metal weapons cannot hit caster. Metal worn by caster remains in place.

Senses: (2 rounds/level) Grants ultra-sensitive sight, hearing, taste, touch, and smell.

Separation: (2 rounds/level) Bloodlessly and painlessly detaches hand or eye from caster's body which can then act on own. Part reappears automatically.

Shape Stone: (2 rounds/level) Lets caster mold stone with bare hands, 1 cubic foot per 1 to 4 rounds.

Shock: (Instantaneous) Caster electrically shocks a target within HD-1 feet. Inflicts 1d4 points of damage plus 1 per HD of caster. Metal armor is not included in target's AC.

Shoot: (1 round/level) Grants caster either the THAC0 of a warrior of equal level or a +2 on attack rolls. This only applies to attacks using missile weapons.

Silence: (1 round/level) Produces aura of silence around one target. Double duration if used on self, saving throw allowed for others.

Speed: (1 round/level) Allows caster movement at twice normal rate, grants double melee or missile attacks, and bestows a -2 initiative bonus.

Spell Shield: (1 round/level) Grants caster a +1 bonus per 3 HD for saving throws vs. spells, maximum of +5.

Spikes: (1 round/level) Creates sharp spikes over caster's body. Touching caster inflicts 2d4 points of damage. Grants 1d6 extra points of damage for any natural physical attack except bite.

Strength: (1 round/level) Increases caster's Strength to 18/00. If already that high, gives +2 bonus,





maximum of 25.

War Cry: (Instantaneous) Range of 10 yards per HD, maximum of 150 yards. Opponent failing saving throw vs. paralyzation cannot attack for 1d4 rounds. Immunity to fear does not defend against this.

Weaken: (1 round/level) Target within 10 yards who fails saving throw vs. spell suffers a -2 penalty to attack rolls and a -1 penalty per die of damage. Strength considered to be 5.

Weapon Hand: (1 round/level) Hand changes shape to resemble normal melee weapon, which causes 1d8 points of damage.

Monsters & The Red Curse

Not all monsters are affected by the Red Curse. The more intelligent a monster, the more likely it is to gain a Legacy and the Affliction that comes with it. Those with Animal Intelligence rarely manifest a Legacy, though they might still be susceptible to the detriments of the curse. Creatures of magical nature resist the curse at varying degrees. Those of high magic such as beholders or unicorns manifest no effect at all from the Red Curse, though they will still gain the color change. Creatures of a partial magical nature tend to gain Legacies, though often not the negative effects.

Some monsters do utilize *cinnabryl* to counter Affliction. Creatures of Low or Animal Intelligence must have *cinnabryl* supplied them by others; few receive such ministrations unless they happen to be a pet or familiar.

Creature Relocation

Using the aforementioned guidelines, bringing new creatures to the Savage Coast should not be difficult. Determine either one Legacy or a small group of likely Legacies for each monster type. Unless the creature possesses strong magic as part of its nature, it should also suffer Affliction. Creatures from outside the cursed lands will always require *cinnabryl*.

Technically, any monster could be placed outside the Savage Coast by ignoring the effects of Legacies and Afflictions. They become regular creatures inhabiting some strange part of the world. However, much of what makes these creatures so unique and

flavorful will be lost with the abandonment of the SAVAGE COAST setting.

If a creature travels beyond the Haze, its Legacies simply burn out and cease to function after a short time. Only within a few days of the cursed lands' border should monsters retain their Legacies. Lost attribute points (except for the initial one point permanent loss) slowly return. Physical deformation does not reverse but can be reversed by a *remove curse* spell once the Legacies are gone.

The guidelines above can be used for any creature in the MONSTROUS MANUAL™ tome. Typically, each Legacy raises the creature 1 HD for purposes of determining Experience Point Values. See **Table 31: Creature Experience Point Values** in the DMG for details.

Intelligent Monsters

The lands associated with the Savage Coast have developed a mixture of feudal government and swashbuckling culture. Any intelligent monsters should be influenced by this culture, adding to the general ambiance.

One of the critical elements of this area is the prevalence of panache, which leads to flashy appearances and lots of posturing, even when backing down. Dry wit and a cocky attitude in the face of defeat could influence an opponent enough to allow either a respite or complete withdrawal. Everyone admires spirit.

It is not enough for a monster to simply act in opposition to the adventuring party. There must be elements of daring humor, spiteful jealousy, and romance. Perhaps the creature is bitter because most humanoids have mastered their Afflictions with *cinnabryl*, while it suffers the full detrimental effect. Perhaps the creature is so hideously deformed that it prizes appearance above all else, forcing adventurers to acknowledge its superior beauty. Perhaps the monster's Legacy gives it a feeling of powerful euphoria, bestowing delusions of grandeur such that the monster lays grand plans to take over the Savage Coast. Give the creature some personality, and characters will respond in turn, creating an atmosphere rich in detail and flavor.



ARANEA

CLIMATE/TERRAIN:	Any
FREQUENCY:	Uncommon
ORGANIZATION:	Clan
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Exceptional (15-16)
TREASURE:	O,R (U)
ALIGNMENT:	Neutral
NO. APPEARING:	1d6
ARMOR CLASS:	7
MOVEMENT:	18, Wb 12
HIT DICE:	3
THACO:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d6 (or by weapon)
SPECIAL ATTACKS:	Poison, spells, webbing
SPECIAL DEFENSES:	Spells, webbing
MAGIC RESISTANCE:	Nil
SIZE:	M (6' diameter)
MORALE:	Steady (11-12)
XP VALUE:	1,400 (2,000 w/Legacy)



The legendary araneas are exceptionally intelligent and skilled in the use of magic. However, few even know of their continued existence. To hide their true form from expanding humanoid civilizations, the araneas developed a shapeshifting ability. Because of this ability, araneas possess three distinct forms: arachnid, demispider, and humanoid.

In arachnid form, araneas range from 3 to 6 feet long. Two spinnerets are located on the abdomen. Eight large, segmented legs attach to the spider's thorax. Two smaller appendages, each about 2 feet long, sprout from the front of the thorax beneath the mandibles and eyes, each ending in four, multiple-jointed fingers and a single thumb. These can manipulate simple tools or perform somatic components for casting spells. Araneas also boast an impressive set of mandibles and eight eyes, four of which are small, used only to detect motion. The other four resemble human eyes with colored iris and black pupil, though set in a round, lidless socket. Two of the larger eyes face directly forward, while the other six eyes are positioned on either side of the aranea's head. The head, body, and legs are all covered with a coarse, grayish-black hair. Araneas can mate only in arachnid form.

Each aranea chooses a single humanoid form. This race must be one the araneas are familiar with. Size differences limit the araneas to races ranging between

halfling and gnom. The most common choices include human, elf, half-elf, dwarf, lupin, rakasta, and shazak. Few araneas choose a goblinoid form, and because of magical restrictions on the race, none imitate wallaras.

An aranea's humanoid form is chosen soon after birth and cannot be changed to another form later. The form typically remains the same within a family unit and must be of the same gender as the aranea. Height, weight, eye and hair color are always appropriate for the race being imitated.

In its demispider form, an aranea appears as a humanoid with arachnid elements. These elements always include fangs, spinnerets in the palm of each hand, two extra eyes on the temples, and an extra joint on each finger. Still, no two demispiders look exactly alike. As araneas do not gain an initial Legacy from the Red Curse, they typically claim that the demispider form is due to a Legacy. This seems to work well, as some Legacies actually do have these characteristics.

Araneas have their own language, known as Herathan. All araneas know both Herathan and the native language of the humanoid race they are emulating. Though most araneas are neutral in alignment, other races assume that the giant spiders were evil. This assumption has forced the araneas to





continue hiding their natural forms.

The Red Curse: Because of their abilities and involvement with the creation of the Red Curse, araneas do not gain an initial Legacy. However, upon reaching maturity they must wear *cinnabryl* or suffer the Affliction of a randomly chosen Legacy. An aranea can gain Legacies only by becoming an Inheritor.

Combat: Araneas prefer to avoid physical combat when possible, relying instead on magical abilities. In arachnid form, they wait in trees for prey to pass underneath; then, they lower themselves silently on web strands and attack with spells. A victim attacked in this manner suffers a -1 penalty to surprise rolls. In humanoid or demispider form, araneas battle as per the emulated race.

Each aranea is considered to be at least a 3rd-level mage. (Araneas retain the 8-sided Hit Die up to this level, then using the appropriate Hit Die for their class.) This represents their natural relationship with magic and their initial years of training. Most are specialist wizards, preferring illusions and charms but avoiding fire-based spells. Araneas can cast spells in any of their three forms. To avoid arousing suspicion, araneas living among other humanoids keep their spellcasting abilities secret unless they are posing as mages. Most araneas do continue to pursue the magical practices—at least in private—and are higher than 3rd level. Many araneas become multi-class mages, gaining the additional benefit of swordplay or thieving abilities. Single-class thieves are not uncommon, but single-class clerics or fighters are very rare. Even as a single-class character, though, an aranea still retains its abilities as a third-level mage. This is considered more a dual-class than multi-class.

If forced into physical combat, an adult aranea can attempt to bite and inject venom into an opponent. This can only be accomplished in spider or demispider form and requires a successful attack roll. A victim who fails a saving throw vs. poison immediately feels a faint stiffness in his limbs and takes 1d4 points of damage per round for 1d4 rounds, cumulative for each successful bite. The aranean venom loses potency after a short time, so it cannot be saved and used on weapons.

Upon reaching maturity, araneas can also learn to spin webs. As with the poisonous bite, an aranea can spin or climb webs only while in arachnid or demispider form. This ability does not make araneas immune to the *web* spell. An aranea can produce up to 10 feet of webbing per level per day—half from each spinneret. Web strands measure 1/4 inch in diameter

and are strong enough to support approximately 500 pounds. Entangling an opponent with a web requires a normal attack roll. Severing a strand requires only 2 points of cutting damage (which must be inflicted in a single blow) or a successful open doors roll. Immobilizing a man-sized creature requires at least 20 feet of webbing, but considerably less is needed to entangle.

Araneas wear armor only if allowed by class. In humanoid form they have a base AC of 10. In arachnid form, they have an Armor Class of 7. If an aranea shifts into arachnid form while wearing armor, it takes damage equal to 10 points minus the AC value of the armor. Magical armor must also be removed unless it has the power to alter its size. In this case, the armor expands enough for the aranea to slip out of it during transformation.

Special Abilities: Araneas possess 60-foot infravision and the ability to change form. The aranean shapechanging ability is natural, and young araneas have complete control within a few weeks of birth. Though not physically limited by a specific number of transformations per day, an aranea trying to maintain secrecy will never assume arachnid or demispider form among nonaranea. It requires 1 round to shift between arachnid and demispider or demispider and humanoid. Thus, changing from humanoid to arachnid or the reverse takes a minimum of 2 rounds. The demispider form is merely transitional and can never be maintained for more than 2 rounds per level.

An aranea in humanoid form effectively becomes a member of the emulated race and possesses any special abilities that the race has to offer: hearing, special vision, familiarity with tunnels, etc.

The aranean shapechanging ability gives each aranea two true forms. For this reason, the creature's true race cannot be determined unless someone actually sees the transformation, can read the aranea's mind, or possesses some other extraordinary means. Even a *true seeing* spell is useless unless the aranea is in demispider form; if this happens, there is an equal chance that it will reveal either the aranea's humanoid or arachnid form. Since the *identify species* spell was originally invented by the araneas, it is useless against them. Though the shapechanging ability was originally gained through arcane means, neither form is truly magical, so a *dispel magic* cast on the aranea while it is in humanoid form will not cause it to revert to its arachnid form. If successfully cast on the demispider form (using the aranea's level or Hit Dice as the value of the opposing caster), there is an equal chance that





the aranea will revert to its humanoid or arachnid form.

The shapechanging ability gives araneas partial immunity to *polymorph* spells, as with lycanthropes and doppelgangers. They can resume their normal form after being affected by the spell for 1 round. However, weapons designed to battle shapechangers are also more effective against araneas (as with a *sword +1, +3 versus lycanthropes and shapechangers*). Shapechanging does not restore any lost hit points and, if killed, the aranea remains in the form held just before death.

Habitat/Society: Araneas prefer to live in forests, the natural home of their ancestors, where they can hunt and hide. They are the secret rulers of the Magiocracy of Herath, where the cities and villages resemble those of neighboring lands, though with a more diverse mixture of races.

Araneas take great pains to conceal their dual nature, partly because of the unjust animosity felt toward them by other races. From birth, they are taught that they have two distinct identities. Individuals are forced to keep these two identities separate, never to reveal the secret to other races. Those who do are considered traitors; they are dealt with harshly and quickly by other araneas.

Due to old legends of their purported evil, araneas are almost universally despised as a sort of “bogeyman.” A revealed aranea will most likely be hunted down by everyone in the area—especially other araneas. The pose of a “tame” aranea who has “converted to the cause of good” may be possible, but it would still be hunted by other araneas.

Ecology: Araneas use magic to subdue their environment, shaping it to fit their desires. For this reason they can never resist magical items and will go to any extremes to obtain them. They are predators, and many enjoy the flesh of sentient beings, though these are the exception rather than the rule. Araneas are generally talented in cloth production and naturally dominate the silk market with the silk they produce.

Most araneas feel superior to other races due to their long history and special abilities. They can be cold, calculating, and secretive, but they are rarely evil. They also tend to be suspicious of others, expecting them to have secrets as well. Currently, these shapeshifters get along with the nearby races.

ARASHAEEM

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Carnivore
INTELLIGENCE:	High (13–14)
TREASURE:	T, U (H)
ALIGNMENT:	Evil (chaotic)
NO. APPEARING:	1
ARMOR CLASS:	3
MOVEMENT:	18, Wb 12
HIT DICE:	9+3
THAC0:	11
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d8 (or by weapon)
SPECIAL ATTACKS:	Paralysis, spells, webbing
SPECIAL DEFENSES:	Spells, webbing
MAGIC RESISTANCE:	20%
SIZE:	M (6' diameter)
MORALE:	Elite (13–14)
XP VALUE:	7,000 (8,000 w/Legacy)

These undead araneas retain the High Intelligence of the spider-humanoid race and still possess superior magical ability. Though they are rumored to be failed liches, no proof of this fact has been discovered.

Arashaeem can assume the same three forms as their living counterparts—arachnid, demispider, and humanoid. The arachnid form reflects the arashaeem’s hideous nature: a giant, horrifying spider with loose flesh hanging from its body and poison constantly dripping from its fangs. In humanoid form, the arashaeem resemble zombies wearing noble, if somewhat tattered, trappings. As before, the demispider form consists of a slightly altered version of the humanoid form.

Arashaeem still remember any languages they learned during their lifetime. In any of their three forms, they speak in quiet, ominous whispers. While all arashaeem are evil, only about half are chaotic in nature.

The Red Curse: Arashaeem cannot gain new Legacies. *Cinnabryl* is therefore useless to them, unless they possessed Legacies in life. If so, wearing *cinnabryl* maintains the Legacy. Because their Legacies drain *cinnabryl* at the regular rate, arashaeem always need a fresh supply. As they never suffer from Affliction, many arashaeem do not wear *cinnabryl* unless they need to use a Legacy.





Combat: Arashaeem possess many of the powers and immunities of the undead. They are immune to *sleep*, *charm*, and *hold* spells; all poisons; and paralysis. Cold and electricity based spells inflict only half damage. In addition, the arashaeem's venom and webbing causes complete paralysis (successful saving throw vs. poison negates) for 1d6+2 rounds or until negated by a spell or special effect. The venom must be injected by bite, but the webbing need only come into contact with skin.

As when they were alive, these creatures prefer magic over physical combat. They cast spells as 9th-level mages, still holding to the aranean preferences for illusion and charm and their aversion to all fire-based spells.

They employ stealth when possible, attacking from behind webbing or dropping down quietly from above. Victims attacked in this way suffer a -1 penalty to surprise rolls. Arashaeem also value deception and preparation, perhaps herding victims into a web before attacking from a safe distance.

Arashaeem in arachnid or demispider form can attempt to bite or entangle their opponents. Both tactics call for a successful attack roll. An arashaeem suffers no limitations on the number of poisonous bite attacks it can inflict; the venom flows freely.

Likewise, all webbing attacks have the potential to cause paralysis. An arashaeem can produce up to 90 feet of webbing per day. Webbing can be saved but will lose the ability of paralysis after 1d6 days (arashaeem constantly replenish the poison in their own webs). The poison from their fangs and poison sacks, however, can be saved indefinitely and used on sword edges and arrow points. The potency of the poison diminishes after the death of the arashaeem, causing paralysis for only 1d4 rounds and granting a +1 bonus to the victim's saving throw. Twelve ounces (12 sword applications, 24 dagger or arrow applications) can be removed from a dead arashaeem within the first few moments. After that, the poison dries up at a rate of 1 ounce per round.

Special Abilities: The arashaeem shapechanging ability works like that of the araneas. This grants the

arashaeem limited protection from polymorph spells, allowing the creature to return to its normal form after 1 round. Weapons that affect shapechangers (+1 sword, +3 versus lycanthropes and shapechangers) strike the arashaeem for full effect.

Habitat/Society: Failed lich or not, the arashaeem are still among the most dangerous undead because of their magical abilities and High Intelligence. They live in solitude, driven by the desire for power. Arashaeem spend most of their time in arachnid form, enjoying this freedom after a lifetime of hiding and secrecy. However, so strong is the aranean education, that even after death, they will not divulge the secret of the living araneas. The arashaeem do, however, build off the legends to broaden their own influence.

The arashaeem are thought by most other races to be spirits of the outer planes. Those who do connect the arashaeem to the araneas usually theorize that the araneas must have been punished by the Immortals, the entire race being turned into spirits of the netherworld. Quite often, the araneas themselves support such claims as a way of further shielding their own continued existence.

The arashaeem crave power, sometimes making deals with humanoids and offering treasure to those who will serve. These few attempt to create a power base from which they might find a way to achieve levels of magic they failed to reach during their lives. Other arashaeem are content to simply prey on humanoids. Still, all arashaeem agree that they were meant to dominate.

Ecology: Unlike many undead, the arashaeem do affect the ecology. Some still require *cinnabryl*, and their taste for flesh makes them natural predators of the intelligent races of the Savage Coast.

More people know of the arashaeem than the araneas, and some adventurers hunt the creatures for their treasure and powerful venom. Araneas also listen for details that might indicate arashaeem presence; because the undead creatures are a possible weakness in their camouflage, araneas try to eliminate them quickly and discreetly.





Lair: An arashaeem prefers to take a cave or ruined castle as a lair, but it can make do with a dense stretch of forest. Strung with enough webbing to make concealed blinds, hidden passages, and deadly traps, each lair will have 10d10 Hit Dice worth of spiders in it, all under the care and training of the arashaeem.

Traps can amount to almost any web-related design: a net of webbing that falls from overhead (successful saving throw vs. death magic or be automatically entangled) or webs holding up a deadfall of rocks (cut the webbing and pillars of rocks fall). Arashaeem almost always create at least one dead-end, where they can lure adventurers and seal the opening behind them. Though arashaeem webbing is slightly resistant to fire, it will burn.

Arashaeem collect both treasure and magical items, stored in the upper portions of webbing where humanoids cannot reach without great difficulty. This often deters adventurers from relying on fire, as it might destroy the magical items they hope to recover.

BATRACINE

CLIMATE/TERRAIN:	River
FREQUENCY:	Common
ORGANIZATION:	Family
ACTIVITY CYCLE:	Dusk, dawn
DIET:	Carnivore
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1d4
ARMOR CLASS:	8
MOVEMENT:	6, Sw 12
HIT DICE:	2+2
THACO:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d4
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Leap
MAGIC RESISTANCE:	Nil
SIZE:	S (2' tall)
MORALE:	Unsteady (5-7)
XP VALUE:	175

Batracines live in the Dream River at the eastern edge of the kingdom of Renardy. These inoffensive creatures are often kept as pets. Unfortunately, they are also sometimes killed for their blood, which can be used to make magical potions.

A batracine possesses the body of a large frog, the

head of a bulldog, and a short tail. Its front feet end in webbed paws similar to those on dogs, but the rear feet are the large webbed variety found on most frogs. Short, oily hair covers the entire body. Batracines are normally brown or gray, but occasionally black or silver ones appear.

These creatures average about two feet tall and weigh around fifty pounds. Their strong, pointed teeth are all the more fearsome due to their powerful jaws. Many of those who pose any kind of threat flee at the sound of their loud, deep barks.

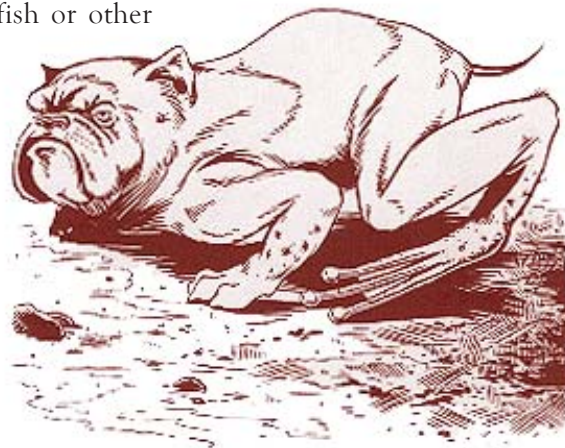
The Red Curse: All batracines acquire the Leap Legacy upon reaching maturity. Though they possess a Legacy, batracines never become Afflicted and do not require *cinnabryl*.

Combat: Batracines usually attack only creatures small enough to be considered prey. However, if running in a pack, they might attack something larger and slower. A batracine's long, sticky tongue catches its prey and pulls it directly to its mouth. A few bites with their powerful teeth finish the job. If attacked by a larger creature or a determined small creature, batracines simply attempt to flee.

When hunting for food, a batracine's Legacy allows it to actually attack birds in the air. Batracines never wander too far from the river, and if threatened on land, will use Leap to reach the safety of the water.

Habitat/Society: Batracines live in the Dream River at the eastern edge of Renardy and are immune to the sleep effects of the amber lotus. They can be found both up and downstream from the Renardy waterlock at Château-Roan.

Small forest animals are the usual prey of these creatures, which forage in areas along the river. Birds are their favorite meal, and batracines will strike at any which foolishly wander too close. Batracines never eat fish or other



amphibians. Occasionally, when the food supply is low, batracines will gather in packs and roam a bit further from the river, looking for larger game.

Batracines dig out small dens in the side of the river bank or burrow in between the roots of large trees on the banks. They remain solitary unless in mating season, at which time they invite a single mate to share a den. The male is responsible for all hunting during this period, while the female guards the pups. Two to four pups can be expected in a single litter.

Batracine pups can be tamed and raised as loyal pets. They are a favorite of the lupins, who breed them for size, shape, and color. Pups are worth 5 gp each, and a trained batracine is worth 20 gp.

Ecology: Batracines occupy a solid place in the middle of the food chain. They do not venture far beyond the Dream River, however, unless taken as pets. These creatures are sometimes hunted for their blood, which can be made into a potion to negate the effects of sleep-inducing magic.

Though batracines are often plagued by the cardinal tick, they would foolishly rather eat the Saragón lyra bird than allow it to rid them of this infestation.

These unusual animals are half canine and half equine, possessing the head and front legs of a large dog and the hindquarters of a horse. Though caniquines possess the strength of horses, their color and hair length is consistent with the characteristics of large dogs—ranging from short, wooly fur to long, smooth hair in colors ranging from white and yellow to the darkest black.

These creatures sometimes serve as work animals, but they are better used as mounts. Because caniquines are intelligent, they are easily tamed and taught. They understand simple verbal commands and can communicate with a variety of barks, growls, and body movements. Even without orders, they will always defend their masters from any apparent hostility. Caniquines are also very playful and respond well to affection.

The Red Curse: About 1 in 10 caniquines suffer from the Red Curse; these few require *cinnabryl* to ward off Affliction. Of the affected, only those with Legacies valuable enough to counterbalance the *cinnabryl* expense are kept. The rest are often killed or set free. Fly, Anti-Missile, Leap, Projectile, and War Cry are Legacies considered valuable for caniquines.

CANIQUE

CLIMATE/TERRAIN:	Temperate
FREQUENCY:	Uncommon
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	2d4
ARMOR CLASS:	6
MOVEMENT:	18
HIT DICE:	4+1
THACO:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d8
SPECIAL ATTACKS:	Kick
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	L (9' long)
MORALE:	Elite (13-14)
XP VALUE:	270 (420 w/Legacy)

Combat: In the wild, caniquines hunt in small packs, usually led by an alpha male. They charge the intended prey, running it down and falling on it with vicious abandon.

When tamed and ridden, a caniquine will use its snapping bite against any threat to its master. If the caniquine has been trained as a combat mount, it will also kick with its back feet, inflicting 2d6 points of damage to a single opponent. In order to both kick and bite in the same round, its master must signal when to kick. Kick attacks can only be implemented when stationary, but the bite attack is easily accomplished even at a hard ride.

Habitat/Society: When hunting in packs, the stronger caniquines feed first, followed by the weak and then the young. They hunt herd animals and any solitary wild creatures. They seldom attack humanoids, and never lupins. On their



own, the caniquines tend toward individual family units, usually consisting of a male, a female, and their young.

Caniquines are often bred and raised in captivity. They will serve as loyal mounts to all races except for rakastas and lupins. Rakastan feline behavior upsets them, and the lupin dislike for caniquines is extremely evident. Lupin legends claim that caniquines were bred by Immortals (or possibly powerful wizards) who desired more intelligent, compliant mounts, but the feliquines turned out to be too prideful for them. Lupins view the animal as an abomination and are disagreeable to any person who owns one.

Ecology: Caniquines seem to prefer humanoid care and will often wander into a village looking for food and attention. Very few are wild enough to stay far from civilization, and these are left pretty much alone. Feliquines and caniquines do not get along. Still, because the feliquines are stronger, the caniquine pretty much leave them alone unless traveling in a pack.

CAT, MARINE

CLIMATE/TERRAIN:	Shipboard
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Semi- (2-4)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1d2
ARMOR CLASS:	6
MOVEMENT:	12
HIT DICE:	2+1
THACO:	19
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1/1/1d2
SPECIAL ATTACKS:	Rear claws
SPECIAL DEFENSES:	Surprised only on a 1
MAGIC RESISTANCE:	Nil
SIZE:	S (2' long)
MORALE:	Average (8-10)
XP VALUE:	120 (175 w/Legacy)

Found only on sailing vessels, this rare breed of cat is thought to bring luck on long voyages.

Marine cats are slightly larger and faster than normal cats and tend to be longer-lived as well. Most tend to

be female, so males are both rare and valuable. Coloration resembles that of regular cats, with a tendency toward dark shades and bright eye color.

The Red Curse: Marine cats are occasionally born with Legacies, but they never require *cinnabryl*. They always acquire Legacies such as Swim, Breathe Water, or another similarly water-

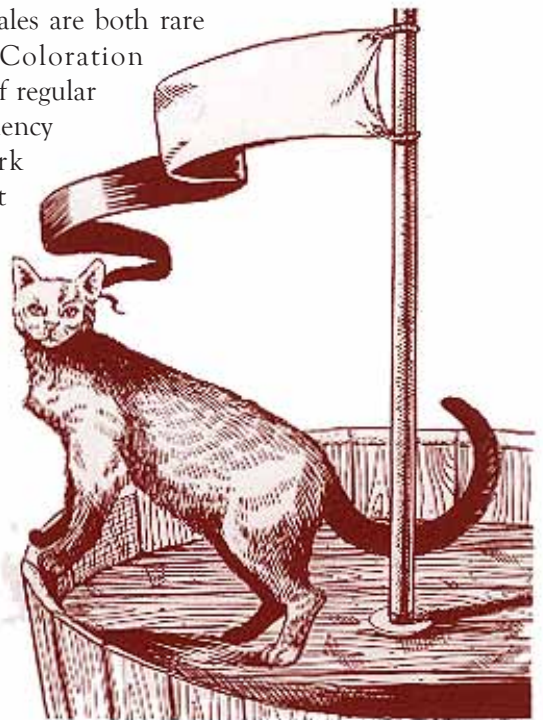
oriented Legacy. Such marine cats are very rare, and sailors consider them even luckier than normal. No vessel captain would dare part with such a cat.

Combat: These cats attack with both front claws and a bite. They can be very nasty if threatened, often aiming straight for an opponent's eyes. If the marine cat is being somehow held by its attacker and both of its front claw attacks succeed, it can attack with its back claws that round as well. These rear claws each inflict 1d2 points of damage.

Habitat/Society: Marine cats leave their vessels only for a brief tour of the docks. Though they sometimes visit other ships, they never board one that has its own marine cat. This is simply a manner of etiquette. Marine cats meet each other either on the docks or if one captain brings his cat to "visit" the other's ship. These creatures are never taken by sailors from other ships, because it is very bad luck to steal another ship's marine cat.

On the vessel a marine cat can get into any area. Sailors often find their cats up in the rigging, in locked staterooms, or sleeping in the weapons magazines. A marine cat loves to generate surprise and will seek to position itself high enough that when a nearby person turns around he is staring right into the cat's unblinking eyes.

Sailors often feed their cats by hand, offering pieces of fish and beef from their own plates. Marine cats



also hunt the cargo holds, feeding on rats and keeping the ship free of voats. Strangers taking passage on the vessel will find themselves under constant scrutiny by the cat, who likes change only when it is the one causing it.

Marine cats, lucky or not, do seem to protect the welfare of the ship. If someone is not where he is supposed to be, likely as not he will step on the cat's tail, causing it to cry out and notifying everyone nearby of his presence. When a lookout falls asleep, oblivious to a nearby danger, the cat may then decide that the man's earring makes a perfect toy.

Ecology: Marine cats feed on rats, voats, and whatever table scraps the sailors give them. They are an interesting addition to shipboard life that sailors seem to enjoy.

CINNAVIXEN

CLIMATE/TERRAIN:	Temperate forest and mountain
FREQUENCY:	Uncommon
ORGANIZATION:	Family
ACTIVITY CYCLE:	Dusk, dawn
DIET:	Carnivore
INTELLIGENCE:	Semi- (2-4)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1d4
ARMOR CLASS:	5
MOVEMENT:	20
HIT DICE:	1+1
THACO:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d4
SPECIAL ATTACKS:	Bleeding, vermilina
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	S (3' long)
MORALE:	Unsteady (5-7)
XP VALUE:	65

Though this foxlike mammal is sometimes hunted for its pelt, it is desired mostly for its ability to sniff out *cinnabryl* deposits.

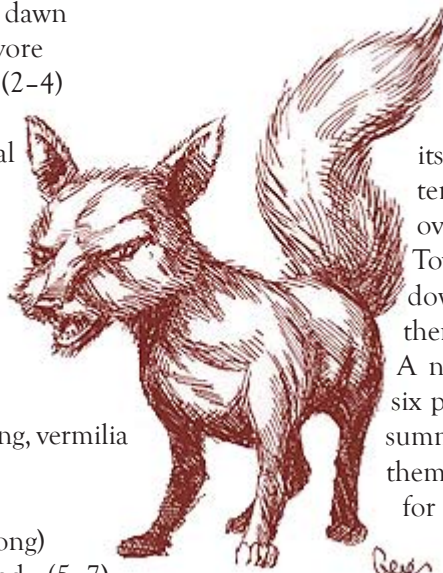
Cinnavixens possess a beautiful, dark red coat with burnt orange swirls on the chest, paws, ears, and sometimes around the eyes. They are nearly three feet long, including a one-foot-long, bushy tail. Cinnavixens have dark brown eyes and a mouth full

of sharp teeth. They possess a high-pitched yipping bark and a strange howl that sounds very much like high-pitched laughter.

The Red Curse: Cinnavixens never possess Legacies. Though they do not require *cinnabryl* to ward off Affliction, they have the ability to sniff out deposits of this metal.

Combat: Cinnavixens prefer to flee rather than fight, except when hunting for food or protecting their pups. They will not hold still if they feel threatened; instead, they will run around in circles, their incredible speed and nimble reflexes making them incredibly hard to hit. This makes things even more difficult for pelt dealers who are also trying not to damage the cinnavixen's coat. Cinnavixens attack with a bite and then leap back, gauging the damage if hunting or offering a truce if defending themselves.

The bite of a cinnavixen can be extremely troublesome. Blood from the wound will continue to flow until direct pressure is applied; this pressure cannot be removed until the wound has been bandaged for over 24 hours. Blood loss causes 1 hit point of damage per round per bite. The cinnavixen bite also has a 20% chance of infecting the wound with vermilina. (See the "Parasite" entry for more information.)



Habitat/Society: A cinnavixen spends its first summer roaming the forests, finding temporary shelter each night under rock overhangs or nestled between tree roots. Toward fall when it is finally ready to settle down, it seeks a mate. The two of them then dig a burrow in which to raise a family. A normal litter usually consists of four to six pups. Pups stay in the burrow until early summer, when they leave to wander the forest themselves. Cinnavixens stay with their mates for life.

Cinnavixens always know where local deposits of *cinnabryl* are located. Though some cagey humanoids try to follow the cinnavixen as it hunts for food, this is no easy task. The creature is very cunning and uses many tricks to prevent anyone from tracking it.

Because of their soft and beautiful features, these creatures are often taken and tamed as pets. However, a tamed cinnavixen can no longer locate *cinnabryl* as it is now lost in the wild.

Ecology: The cinnavixen ability to locate *cinnabryl*





is actually a useful side effect of its hunting process. Cinnavixens feed on rodents and are especially fond of the voat, which eats the scarlet pimperl plant. Cinnavixens seek out this plant, knowing that voats cannot be far off. Once a cinnavixen detects the presence of voats in an area, it will lie in wait to catch one.

The pelt of a cinnavixen, properly treated and unblemished, is worth up to five gold pieces. Because of the need for *cinnabryl*, most residents of the Savage Coast frown on those who hunt them or display the pelt. Inheritors go out of their way to protect the creatures.

Because of the cardinal ticks which often infest the small mammal, cinnavixens often develop symbiotic relationships with the Saragón lyra bird.

CRITTER, TEMPLE

CLIMATE/TERRAIN:	Any
FREQUENCY:	Uncommon
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	High (13-14)
TREASURE:	Q
ALIGNMENT:	Neutral (evil)
NO. APPEARING:	1d4
ARMOR CLASS:	5
MOVEMENT:	15
HIT DICE:	3+1
THACO:	17
NO. OF ATTACKS:	3 (claw/claw/bite)
DAMAGE/ATTACK:	1d2/1d2/1d4
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Hit only by magical weapons
MAGIC RESISTANCE:	Nil
SIZE:	Tiny (1' tall)
MORALE:	Champion (15-16)
XP VALUE:	175

These 1-foot-tall constructs resemble gargoyles. They were created by priests of the Savage Coast to serve as spies, servants, and watchdogs in their temples.

These creatures are fashioned from either rock or hard clay, always possessing a gray or black cast. Their forms are rarely that of a traditional gargoyle, though. Instead, they are more often modeled after standard religious icons like cherubs and little demons; sometimes, they are even formed into replicas of native races such as manscorpions and enduks. Often,

features such as hands, feet, and ears are exaggerated. Though many temple critters have wings, none can actually fly.

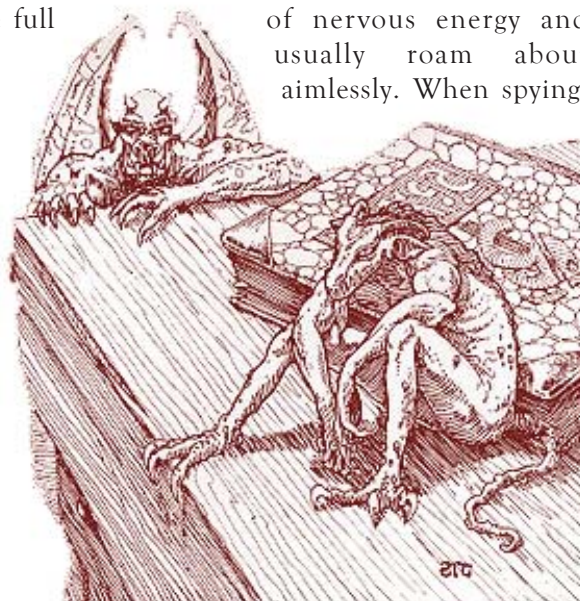
Temple critters move very quickly for their size, darting from place to place with sudden bursts of speed. They can even jump up to four feet into the air, landing on tables and shelves or using their claws to dig into walls or doors.

The Red Curse: As a constructed creature, the temple critter never acquires Legacies or requires *cinnabryl*.

Combat: Regardless of their morale, temple critters generally avoid combat whenever possible. Except in large numbers, they are too small to be much more than a nuisance. However, if commanded into combat by their creator, a temple critter unhesitatingly attacks with a ferocity that surprises many people. Emitting a high-pitched shriek, it jumps onto its opponent and scrambles around to any unprotected areas, attacking with both claws and teeth. A temple critter can also wield a dagger or knife if one is handy, causing damage according to weapon type. Once the battle has begun, it will not stop unless destroyed or commanded away by its master.

Habitat/Society: Temple critters are highly intelligent but remain under the complete power of the priest who created them. As artificial servants, they do not concern themselves with family or social behavior; temple critters get along with each other merely because their master orders them to.

These creatures live in the shadowy recesses of temples, cathedrals, and crypts. They are full of nervous energy and usually roam about aimlessly. When spying,



they often attempt to pass themselves off as normal sculptures, but they are unable to stay completely still for more than a few minutes at a time. Temple critters watch for people who wander into off-limits areas or those who cause mischief of some kind. Narvaezan, Hulean, and Nimmurian priests often set them to guard precious items. Temple critters can sound very effective alarms by employing the same high-pitched shriek used in combat.

Ecology: As constructs, temple critters exist outside any natural order. They often enjoy eating but do not require food to sustain them. By design, the temple critter enjoys its life and serves its master well.

CURSED ONE

CLIMATE/TERRAIN:	Any
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	<i>Cinnabryl</i>
INTELLIGENCE:	Low (5-7)
TREASURE:	Nil
ALIGNMENT:	Chaotic neutral
NO. APPEARING:	1d4
ARMOR CLASS:	2
MOVEMENT:	15, Fl 15
HIT DICE:	6
THACO:	15
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d8
SPECIAL ATTACKS:	Depletes <i>cinnabryl</i>
SPECIAL DEFENSES:	Hit only by magical weapons
MAGIC RESISTANCE:	25%
SIZE:	M (4'-7' tall)
MORALE:	Champion (15-16)
XP VALUE:	3,000

The onset of the Red Curse always causes the loss of ability score points, and in some cases, *cinnabryl* cannot be found in time to stop this loss after the first point. When any of a person's ability scores is lowered to 0, that person dies. If special measures are not taken, that person will rise again as a cursed one. Cursed ones always seek out the substance that could have saved their lives: *cinnabryl*.

A cursed one appears insubstantial—a faint, reddish, skeletal silhouette within a translucent red specter. The creature's eyes are gaping pools of darkness, while its body gives off a faint red glow, making it appear

more evil than it actually is.

The Red Curse: Though cursed ones never acquire Legacies, they must constantly search for *cinnabryl*, which can temporarily relieve their pain.

Combat: Only magical weapons can effectively strike a cursed one. These undead creatures can detect both *cinnabryl* and *red steel* within 10 yards. Though they hunt *cinnabryl*, they are visibly frightened of *red steel*. Only *red steel* can permanently kill a cursed one. A cursed one destroyed by anything other than a *red steel* weapon reforms after 24 hours.



When it detects *cinnabryl*, a cursed one rushes forward to attack. A cursed one can absorb *cinnabryl* by simply assaulting someone wearing it and overlapping the body of the target with its own insubstantial essence. This requires a normal attack roll against the victim's AC (with no armor adjustments). A cursed one cannot drain *cinnabryl* from a person wearing *red steel* armor.

If a cursed one's attack is successful, simultaneous hot and cold sensations flood the victim's body, sapping 1d8 hit points. In addition, a successful attack allows the undead creature to deplete some of the victim's *cinnabryl*, one ounce (one week's worth) for each successful hit. If the victim has less than one ounce left, the victim suffers an appropriate number of days of the Time of Loss and Change. (If the cursed one hits a character with only a two-day's supply of *cinnabryl*, the victim suffers five days worth of the Time of Loss and Change). A cursed one stops only when no *cinnabryl* is left nearby.

Cursed ones are immune to *sleep*, *charm*, and *hold* spells, all Legacies, and all mind-affecting attacks.

Habitat/Society: A cursed one leads a lonely existence, suffering constant pain that can be relieved only for a few fleeting moments by *cinnabryl*.

These undead creatures are not confined to their place of origin, but roam free. They wander mostly at



night but can move around in darkened areas by day. In sunlight, cursed ones are completely powerless and immobile; however, sunlight also makes them invisible. If the sun's rays touch them, cursed ones freeze in place until the sun sets. A cursed one generally travels as far as possible from the area of its demise to escape painful memories.

Besides feeding *cinnabryl* to a cursed one, a temporary and rather foolish option, nothing can be done to help the creature. To prevent the rise of a cursed one, one ounce of *cinnabryl* must be buried with the remains of anyone who dies from the attribute point loss brought on by the Red Curse.

Cursed ones are also sometimes created by the touch of an Inheritor lich. Perhaps due to their link to the Red Curse, cursed ones cannot harm Inheritor liches in any way.

Ecology: Unlike other undead, cursed ones do have some effect on the ecology. They uselessly deplete *cinnabryl*, keeping it from those who could be helped by it.

DEATHMARE

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Life forces
INTELLIGENCE:	Low (5-7)
TREASURE:	O, R
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1
ARMOR CLASS:	7
MOVEMENT:	24
HIT DICE:	5+2
THACO:	15
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1d3/1d3/1d6
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	Hit only by silver or magical weapons
MAGIC RESISTANCE:	Nil
SIZE:	L (8' long)
MORALE:	Fanatic (17-18)
XP VALUE:	650

As undead creatures out for revenge against all living horsemen, deathmares present a fatal trap to the unwary.

A deathmare appears as a regular riding horse of average size. Their coats are always flawless black in color—a curious detail in itself, as *vermeil* causes a reddish tint in the coats of all other animals on the coast. However, because deathmares appear only at night or in the early evening, such a detail is hard to notice. These creatures normally stand idly by a roadside or field, patiently waiting to be approached or mounted, but sometimes one will walk up to a campsite as if wanting food. They appear completely docile, giving no outward sign of their undead status.

The Red Curse: Deathmares never acquire Legacies or require *cinnabryl*.

Combat: Any person who mounts a deathmare, whether bareback or using a saddle, will find it impossible to dismount. Only a *remove curse* allows the rider to jump from the deathmare's back. Also, the deathmare cannot be controlled. It immediately bolts for the nearest danger, seeking to kill the rider. It might throw itself off the nearest cliff or wade into deep water; deathmares have even been known to ride into a campsite and strike at people as if attacking, forcing them to kill its rider.

If the nature of a deathmare is discovered before a rider mounts, it will attack using its hooves and teeth. Deathmares are harmed only by magical or silver weapons, but even if confronted with these, it will remain and try to kill its potential victim.

Habitat/Society: Deathmares can be found in any land or climate. They will rarely be far from some sort of lethal danger, but have been known to range farther in a desperate search for victims.

A deathmare does not collect treasure, but the wealth of its latest victims can sometimes be discovered. Deathmares will often use a method of killing riders several times before moving on, so a search of local dangerous locations might turn up a few dead bodies and their personal belongings.

Ecology: A deathmare is the spirit of a horse that was abused and killed by an evil, sadistic owner. They return from the dead to exact revenge on all horsemen, regardless of alignment, feeding on the life forces of the riders they kill. The deathmare continues to search for victims until its previous owner dies, at which time it simply fades away.



DRAGON, INTRODUCTION

Age Category	Age (in years)	Hit Die Modifier	Combat Modifier	Fear Radius	Fear Save Modifier
1 Hatchling	0–5	–6	+1	Nil	Nil
2 Very Young	6–15	–4	+2	Nil	Nil
3 Young	16–25	–2	+3	Nil	Nil
4 Juvenile	26–50	Nil	+4	Nil	Nil
5 Young Adult	51–100	+1	+5	15 yards	+3
6 Adult	101–200	+2	+6	20 yards	+2
7 Mature Adult	201–400	+3	+7	25 yards	+1
8 Old	401–600	+4	+8	30 yards	0
9 Very Old	601–800	+5	+9	35 yards	–1
10 Venerable	801–1,000	+6	+10	40 yards	–2
11 Wyrmling	1,001–2,000	+7	+11	45 yards	–3
12 Great Wyrmling	1,200+	+8	+12	50 yards	–4

Legends of dragons—if not the dragons themselves—abound along the Savage Coast. Some legends tie the fall of the dragon race in with the origins of the Red Curse; others say that the Curse is what drove them away. Whatever the truth, certainly fewer species of dragon live along the Savage Coast than in other areas of Mystara. The ones which remain, however, do seem to have greater renown.

The dragons of Mystara are still known within the Savage Coast and surrounding lands, but the races of the Savage Coast are also familiar with accounts and legends of some dragon types not found elsewhere. Any changes to the conventional dragons—black, red, gold, crystalline, etc.—are noted below, having to do with Legacies and Attitudes. For more complete information on the general abilities and societies of dragons, consult the “Dragons, General” entry in the *MONSTROUS MANUAL* tome and the *MONSTROUS COMPENDIUM Appendix* for the MYSTARA® setting.

History

Long before the Red Curse (over 1,500 years ago), all types of dragons roamed the lands of the Savage Coast. Then came “the conflict,” as it is referred to by those who know the truth. The dragons warred with the araneas, the spider race masquerading as humanoids in Herath, over the araneas’ abusive treatment of the wallaras. Though the dragons were led by The Great One, their Immortal patron dragon, the araneas’ great magic held them off until The Great One was considerably weakened and forced to withdraw. Very little was accomplished in this war

except for a permanent animosity. The Great One unleashed the final power necessary to form the Red Curse into what it is today, but aranean magic was able to contain it to a remote, under populated area in the Savage Baronies.

The dragons and araneas lived in uneasy coexistence after this, lashing out at each other when the opportunity arose, but neither side made any actual progress toward victory. Many dragons eventually began relocating away from the Savage Coast, concerned with the effects of the Red Curse. By this time, the curse had also already brought about the creation of a new type of dragon: the crimson dragon.

Currently, conventional dragons are much rarer on the Savage Coast than elsewhere in Mystara. Those that do remain are often there to complete specific goals. With some, this goal is the continued conflict with the Herathians, but most remaining dragons view the Savage Coast as an area rich with opportunity for personal gain.

Dragons and Legacies

Dragons are subject to the full effects of the Red Curse. Most gain Legacies, suffer the detrimental effects, and require *cinnabryl* to protect themselves from Affliction. Dragons can gain any Legacy, usually dependent on the regions they inhabit.

With their memories and long lifespans, dragons house a wealth of information concerning the origins of the Red Curse. They are very careful who they talk to and how much they will say, however, since things could always be made worse. Also, explanations would include revealing the conflict between the dragons and



araneas, which is a private matter.

Attitudes

Dragons of the Savage Coast have also been influenced by the swashbuckling culture that flourishes here. Some of them find it humorous and mock the grandiose posturing of the adventurers, contriving to make them look cowardly instead of brave, foolish instead of brash. Others appreciate the theatrics involved; these dragons sometimes work on improving their own performance to elevate their reputations and command more respect.

In either case, these theatrics give adventurers that much more time to react. Swooping down from the sky and destroying the adventurers with one blast of a breath weapon might be expedient, but it lacks both true panache and humiliation for the characters. Games of cat and mouse, whether with words or weapons, are much more likely to occur with Savage Coast dragons.



DRAGON, CRIMSON

CLIMATE/TERRAIN:	Any cursed
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Day
DIET:	Carnivore
INTELLIGENCE:	Genius (17-18)
TREASURE:	Variable
ALIGNMENT:	Neutral evil
NO. APPEARING:	1
ARMOR CLASS:	Variable
MOVEMENT:	9, Fl 30 (C)
HIT DICE:	13 (base)
THAC0:	7 (at 13 HD)
NO. OF ATTACKS:	3 + special
DAMAGE/ATTACK:	1d8/1d8/4d6
SPECIAL ATTACKS:	Variable
SPECIAL DEFENSES:	Variable
MAGIC RESISTANCE:	Variable
SIZE:	Variable
MORALE:	Fanatic (17-18)
XP VALUE:	Variable

The crimson dragon always looks out for its own best interests, seeking power of any kind—be it treasure, territory, or ability. Following this, they are always looking to expand their repertoire of Legacies, which they possess in abundance.

Crimson dragons are thought to be a variant of the red dragon, possessing similarities in both color and physical characteristics. Crimson dragons are born with the deep, dull red coloring of a mature red dragon. As they grow older, their scales grow larger and thicker,

Age Category	Body Length (')	Tail Length (')	AC	Spells Wizard/Priest	MR	Treasure Type	XP Value
1	2-16	4-16	0	Nil	Nil	Nil	2,000
2	16-27	16-25	-1	Nil	Nil	Nil	3,000
3	27-42	25-34	-2	Nil	Nil	B	5,000
4	42-61	34-53	-3	Nil	Nil	BI	8,000
5	61-80	53-72	-4	Nil	20%	BI	10,000
6	80-99	72-91	-5	1	25%	BH	12,000
7	99-118	91-110	-6	2	30%	BH	13,000
8	118-137	110-129	-7	2 1	35%	BHU	14,000
9	137-157	129-148	-8	2 2	40%	BHU	15,000
10	157-177	148-168	-9	2 2 1 / 1	45%	BH, Ux2	16,000
11	177-197	168-188	-10	2 2 2 / 2	50%	BH, Ux2	18,000
12	197-217	188-208	-11	3 2 2 1 / 2 1	55%	BH, Ux3	20,000





turning such a dark crimson that they seem black. The scales also take on a metallic sheen—not shiny, but more of a polished sheen. This coloring greatly resembles *cinnabryl*.

Hatchlings have a 15% chance to be able to communicate with any intelligent creature. This chance increases 5% per age category of the dragon. All crimson dragons speak a dialect that can be understood by other crimson dragons as well as any dragons of evil alignment.

The Red Curse: Crimson dragons are affected by the Red Curse, often gaining multiple Legacies. Their control over these Legacies is phenomenal. These dragons can even choose whether the physical detriment is visible or not. This often gives crimson dragons a slightly unique appearance.

A crimson dragons does not gain its first Legacy until it depletes at least one ounce of *cinnabryl* with its breath weapon. Strangely, when Legacies manifest in crimson dragons, they drain no attribute points. The physical deformation occurs gradually over a few days, but the dragon may reverse it over the next week if it chooses. No detrimental effects occur beyond this initial deformation. Crimson dragons are assumed to possess 1d4-1 Legacies for each age category of Juvenile (4) and above. Roll randomly for each Legacy. If the same Legacy is rolled more than once, the effects are cumulative (if this is not possible, roll again). For each Legacy, add an additional 1,000 points to the dragon's listed XP Value.

Combat: Crimson dragons never attack right away, preferring to toy with their opponents. They are masters of showmanship, bursting out of the brush or rising from the waters of a lake. Quite often, a crimson dragon will trigger several Legacies, in no particular direction, to provide a kind of magical fanfare for its emergence. Then it might draw a claw back, as if attacking, only to scratch at the side of its head in a presentation of nonchalance. Another favorite ploy is to draw in a deep breath, as if preparing for a breath weapon attack, and then watch the normally cool temperaments of adventurers shatter as they scramble about, diving for cover. This type of dragon is famous for being able to humiliate the most stalwart of opponents.

When an attack does come, the crimson dragon might use any of the dragon combat abilities. Tail slaps and wing buffets are good for raising the level of disarray. When finally ready to cause serious damage, its claw and bite combination takes down most opponents. It will never use its breath weapon before

at least one faint, unless it has reason to believe (by way of how its opponents react to its appearance) the adventurers are expecting it. If so, it will use its breath weapon and faint later.

Special Abilities: The breath weapon of a crimson dragon is rather unique in that it does not grow stronger over the years. Any crimson dragon of juvenile age or better possesses a breath weapon which extends in a cone 100 feet long, 5 feet wide at its base, and 50 feet wide at its end. The breath weapon depletes all *cinnabryl* caught in the blast (therefore ruining any *crimson essence* as well). For each ounce of *cinnabryl* depleted with its breath weapon, there is a cumulative 3% chance that the crimson dragon will instantly gain a new Legacy.

Habitat/Society: A crimson dragon is truly a solitary creature. It maintain its own lair, never sharing with a mate. If more than one crimson dragon is encountered, it is almost always a mother with its young. Crimson dragons have one to three young, which are raised by the female and driven out of the lair before they reach juvenile age. Crimson dragons are very intelligent and cunning, allowing the young to survive on their own this early.

Crimson dragons can be found almost anywhere in the cursed lands of the Savage Coast. They never travel extremely high into the mountains, but they do like caves. Their lairs are often found along foothills or at lower mountain elevations. A crimson dragon might even dig out a lair, tunneling down into the soft earth of a temperate forest or in the plains. Though they avoid heavily traveled routes, the malevolent desire to deplete *cinnabryl* keeps them fairly close to civilization.

Because they like to travel about, crimson dragons often have more than one lair. They visit each region along the Savage Coast about once every few years. However, only one lair will possess its treasure hoard. The dragon carries all useful magical items and a few expensive baubles with it, sealing up its main lair when leaving. They never leave their treasure laying about to be discovered. A typical hoard will be hidden in the bottom of a deep cavern pool or in a collapsed section of a cave; it would be guarded by some animal and the mouth would be carefully hidden. If the lair was dug in soft ground, the dragon carefully fills it back in, leaving no trace of its passage.

Crimson dragons use their treasures and abilities to gain control over other intelligent creatures. Their personal goals are varied and secret, but these goals almost always include the domination of others. Also,





crimson dragons tend to be slightly paranoid at times, even inventing a rival if one is not immediately apparent.

Ecology: A crimson dragon has quite an impact on the environment. First, it is a predatory hunter whose only enemies are the araneas, other dragons, and humanoids. It works to gain treasure and authority and seeks to deplete *cinnabryl* in any form it can be found. Crimson dragons see depleting *cinnabryl* as both their personal road to greater power (by gaining more Legacies) and a way to foil the araneas who need the magical metal to avoid Affliction. Of course, most humanoid races know only that these dragons are ruining natural deposits of *cinnabryl* wherever they find them. This alone makes them worth hunting in the eyes of most Savage Coast residents.

Crimson dragons are also hunted for other reasons, though. The hide of a crimson dragon offers the same protection as *cinnabryl*. Because only a few scales actually offer this special *cinnabryl* effect, only one set of armor can be made from each dragon hide. To make it into scale-mail armor, the scales must be removed and specially treated by an alchemist specialized in making *crimson essence*. Additionally, at least one potion of *crimson essence* is required in the process. The protection offered by the armor is limited to the wearer and lasts until seriously damaged. Any slashing, piercing, or magical attack which does more than 15 points of damage in a single attack requires an appropriate saving throw attempt for the armor. If the saving throw is failed, the dragon scales instantly release their magical essence in a cloud equivalent to a *smokepowder* detonation.

DRAGON, RED HAWK

CLIMATE/TERRAIN:	Any mountains
FREQUENCY:	Rare
ORGANIZATION:	Clan
ACTIVITY CYCLE:	Day
DIET:	Carnivore
INTELLIGENCE:	High (13-14)
TREASURE:	Special
ALIGNMENT:	Lawful neutral
NO. APPEARING:	1d3
ARMOR CLASS:	0 (base)
MOVEMENT:	8, Fl 36 (C)
HIT DICE:	9 (base)
THAC0:	11 (at 9 HD)
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1d6/1d6/4d6
SPECIAL ATTACKS:	Breath weapon
SPECIAL DEFENSES:	Variable
MAGIC RESISTANCE:	Variable
SIZE:	Variable
MORALE:	Champion (15-16)
XP VALUE:	Variable

The red hawk dragon is native to the Arm of the Immortals Peninsula, but occasionally it is seen flying over the western lands of the Savage Coast. For obvious reasons, it is referred to as the “feathered dragon.”

This creature is smaller and less bulky than most dragons. Its body is fairly streamlined for a creature of this size, tapering quickly into a stubbed tail. It uses its huge, powerful rear legs and versatile claws to walk around, while its forward arms are shorter and more useful in manipulative work than locomotion. The

Age Category	Body Length (')	Tail Length (')	AC	Spells Wizard/Priest	MR	Treasure Type	XP Value
1	12-16	3-4	3	Nil	Nil	Nil	1,400
2	16-20	4-5	2	Nil	Nil	Nil	2,000
3	20-25	5-7	1	Nil	Nil	Qx2	4,000
4	25-35	7-10	0	Nil	Nil	Qx2, Y	6,000
5	35-45	10-13	-1	Nil	Nil	Qx4, Yx4	9,000
6	45-55	13-16	-2	Nil	15%	I, Yx4	11,000
7	55-67	16-19	-3	1	20%	I, Yx4	13,000
8	67-79	19-22	-4	2	25%	Z	14,000
9	79-91	22-25	-5	2 1	30%	Z	15,000
10	91-103	25-27	-6	2 2	35%	F	16,000
11	103-115	27-29	-7	2 2 1	40%	F	18,000
12	115-127	29-31	-8	2 2 2	50%	F	20,000



head of the red hawk dragon is angular, and the upper half of its mouth is hardened and pointed much like a beak.



Red hawk dragons are born covered in thick, bright red down, which later transforms into large, red feathers. During the dragon's juvenile years, scales start coming in, first covering critical locations, such as its chest and the brow ridges on its head. As it matures, the scales thicken and turn from a bright red to a reddish-brown, and the feathers turn dark red. By the time it reaches the young adult stage, most of the head is scaled except for a few decorative lines of feathers, and the chest and legs are completely scaled. The body is armored in several areas with large scales, leaving borders of small scales covered with feathers around the chest and down the back. The wings and tail stay fully feathered.

Red hawk dragons speak a common language among themselves. Hatchlings also have a 15% chance to communicate with any other intelligent creature. This chance increases 5% per age category. Red hawk dragons also know the languages of the ee'aar and the enduks.

The Red Curse: Red hawk dragons usually gain a single Legacy upon reaching the young adult stage. Some, however, have managed to gain multiple

Legacies. For each Legacy after the first, add an additional 1,000 points to its XP value. Despite the Legacies, red hawk dragons never require *cinnabryl* to fight off Affliction.

Combat: On the ground, a red hawk dragon attacks with its bite and upper claws. If airborne, it rakes with its powerful rear claws for 2d6 points of damage each. If both rear claws hit and the target is less than 25 feet long, the dragon can hold the target immobile and carry it off. While gripping a target, the dragon gains a +5 attack bonus with its bite. A successful bend bars roll can force open one claw per round.

Three times per day, the red hawk dragon can use a fiery breath weapon. While not as strong as that of the red dragon, it is still considerable, inflicting (2 x Age Category)d6. While these creatures are immune to fire, they take double damage from all cold-based attacks.

Habitat/Society: Red hawk dragons are thought to be a cross between red dragons and giant rocs. They live only on the Arm of the Immortals Peninsula, though at times they can be found ranging out away from their familiar mountain habitat.

Red hawk dragons are social creatures, living in communities with others of their kind, though they often hunt solo. The communities sometimes number more than a dozen dragons—not including young. They mostly live in large caves. However, in the right conditions, they might take over an entire valley hidden deep within the mountains. They hunt along the slopes and plateaus but will sometimes venture beyond the mountains on extended hunting sprees. Inside the community, each red hawk dragon takes one mate and raises at least one set of young, ranging from two to four baby dragons. Though the parents are completely responsible for their young to begin with, after their first few years the entire community takes responsibility by helping with the young dragons.

Ecology: Red hawk dragons have no particular desire for wealth or power, though they do collect treasure. Proud of their lineage, they will suffer no affront to their collective dignity. They are the governing predator of their mountains, and any source of rivalry or impertinence is likely to find itself up against the entire community rather than just one dragon. They are on fairly good terms with the winged races of the ee'aar and enduk, and they remain neutral in regards to others. They hunt only creatures of Low Intelligence or below.



ECHYAN

CLIMATE/TERRAIN:	Water
FREQUENCY:	Uncommon
ORGANIZATION:	School
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1d6+6
ARMOR CLASS:	4 (10)
MOVEMENT:	6, Sw 24
HIT DICE:	5
THACO:	15
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2d4
SPECIAL ATTACKS:	Swallow whole
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	L (12' long)
MORALE:	Average (8-10)
XP VALUE:	1,400 (2,000 w/Legacy)

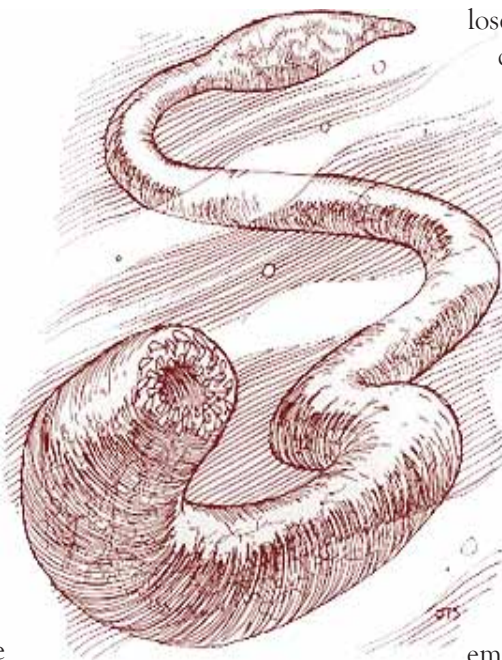
These large, predatory sea worms live in the Western Sea and, at times, in the rivers of the Savage Coast lands.

A typical echyan is approximately 12 feet in length and 2 feet in diameter, tapering into a flat tail. A barely noticeable bulge around the head area houses what small brain it possesses. It has no discernible eyes, and its skin and flesh are translucent, making it all but invisible in the water until it strikes. The mouth of the creature forms a giant suction cup, lined with three rows of crystalline fangs that help it lock onto and swallow its prey.

The Red Curse: Though not often, echyans have been known to acquire a Legacy. Completely immune to Affliction, however, they never require *cinnabryl*.

Combat: Echyans will prey on almost anything. They attack from behind or underneath, detecting their victims by motion. On a successful hit, they lock onto their prey and suck both blood and flesh. Damage occurs automatically every round thereafter, unless the victim makes a successful bend bars roll to detach the echyan. On a natural attack roll of 18, 19, or 20 the echyan swallows whole any creature that is man-sized or smaller.

Only one echyan will attack at a time. A worm that



loses half of its hit points will disengage, and another will attempt to attack. This rotation occurs until all are damaged. At that point, those still able to swim away will attempt to do so.

Habitat/Society:

Echyans breed in the main rivers along the Savage Coast, digging into the mud to lay eggs which hatch in the spring. Newborn, already four feet in length when they emerge from the mud, swim

down to the Western Sea. They grow quickly, spending the summer months off the coast, following schools of migrating fish. When possible, they also go for larger prey such as walruses, manatees, and whales. In the winter they return to the rivers and spawn a new generation. Eyeweeds, juhriions, and many other large creatures sometimes enter the echyan mating grounds to feed on the exhausted worms.

Echyans have been encountered as far as the Jururú and Xingá Rivers in Jibarú, and the Dream River hosts thousands of spawning echyans every winter. The sea worms congregate here in safety because they are immune to the effects of the amber lotus. They feed on batracines, jorries, turtle eggs, and other river creatures during their brief freshwater stay. Once in the sea, they feed mostly on fish, though the occasional worm will crawl up on the beach in search of turtle eggs, which they particularly like. An echyan caught on shore after dawn will burrow partially into the sand to protect itself from the burning rays of the sun.

Ecology: Echyans are one of the more dangerous water predators along the Savage Coast because of their near-invisibility in water and powerful bite. Despite this, most humanoid victims are those unlucky enough to stumble across an echyan that has been stranded on shore during the daylight. Echyans are not particularly useful and so are left to their own devices by most races. However, the lupins do take an active interest in the worms and try to keep them from returning to Dream River every year.



EE' AAR

CLIMATE/TERRAIN:	Temperate/arctic mountains
FREQUENCY:	Uncommon
ORGANIZATION:	Clan
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	High (13-14)
TREASURE:	R (F)
ALIGNMENT:	Neutral (lawful good)
NO. APPEARING:	2d4
ARMOR CLASS:	8
MOVEMENT:	16, Fl 24 (B)
HIT DICE:	2+1
THACO:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d8 (or by weapon)
SPECIAL ATTACKS:	Dive, elf abilities
SPECIAL DEFENSES:	Dancing maneuvers
MAGIC RESISTANCE:	Nil
SIZE:	M (5'-6' tall)
MORALE:	Elite (13-14)
XP VALUE:	650 (975 w/full Legacy)

Except for a pair of very large, feathered wings, ee'aar appear to be stocky elves. They possess the typical elven arched eyebrows, pointed ears, quick reflexes, and natural grace in movement. Though ee'aar eye color follows typical elf shades, it is of a paler wash than usual. The predominant hair color is silver or white, though some have been known to have lighter shades of auburn and blonde. Ee'aar also tend toward lean, well-muscled bodies and are slightly taller than their earthbound relatives.

The wings of an ee'aar spread almost 30% wider than the entire body length and, when folded, stretch from the heels to several inches above the head. Though feathers tend to be lighter in color—mostly white, gray, and light blue—perhaps as many as 40% of the ee'aar possess darker shades—such as brown, gold, and black.

Most ee'aar speak several languages. All know Aeshtyn, the standard ee'aar language, which is very soft and musical and carries well on the winds. Ee'aar also grow up around Nimmush, the language of the enduks. Other languages would be those of any mountain-dwelling race or those races along the western edge of the Savage Coast. Ee'aar also gain the special elf abilities of infravision, resistance to sleep

and charm, and heightened perception.

The Red Curse: Ee'aar on the Savage Coast are subject to the Red Curse. They do not gain an initial Legacy, but they are still susceptible to Affliction, requiring *cinnabryl* to offset the negative effects. However, ee'aar Inheritors can gain Legacies.

Combat: Ee'aar learn to fight on the ground as well as in the air. For purposes of combat, the average ee'aar should be considered a 2nd-level warrior, though many of them are much more proficient. They gain a +1 attack bonus with all normal swords and any one of the clan's hunting weapons—lasso, net, bolas, blowgun, or spear. Ee'aar can also use short bows with no penalty for being airborne. They generally stay away from bulky weapons such as two-handed swords and long bows.

On the ground, the ee'aar base AC is 8, due to its dexterity. They can wear leather armor, but most despise using anything so restricting (it changes flight maneuverability to class C). They never use full shields, but in rare cases a buckler might be employed. Ee'aar put high stock in improving their Armor Class with magic, such as *bracers* and *rings of protection*.

In the air, an ee'aar can use its greater speed and maneuverability to gain an additional -1 bonus to its overall Armor Class.

During melee, ee'aar can hover, allowing normal combat, or they can confine their aerial battle maneuvers to passing attacks and dives at the ground. A passing attack occurs when an ee'aar flies past another creature, making a single attack and possibly a defensive maneuver. Creatures with multiple attacks must be able to claim special consideration (a *haste* spell, special initiative rules, etc.) if more than one attack is to hit the ee'aar in a single pass. When attacking a ground-based opponent from the air, an ee'aar can employ a ranged weapon, land for melee combat, or make a diving attack with a melee weapon. Because the diving attack comes so swiftly, the ee'aar gains another -1 Armor Class bonus, the defender's Dexterity bonus is negated, and all attacks inflict double damage. This attack puts the ee'aar on more even footing with an armored opponent. Ee'aar can





attempt this attack every round, but it cannot be used in conjunction with the dancing maneuvers described below.

Often, the ee'ar utilize dancing maneuvers in combat. This ability modifies their flying ability to make larger leaps, sharper turns, and faster spins. They literally appear to be dancing while engaged in melee attacks. This ability works similarly on the ground and in the air; it adjusts the ee'ar's Armor Class by one half its level. (A 4th-level ee'ar warrior receives a -2 AC bonus against any form of attack, except for area-affecting attacks.) The dancing maneuvers even provide a saving throw for one quarter damage from direct spell attacks like *lightning*. Wearing any form of armor or carrying a shield makes using this skill impossible. Also, an ee'ar cannot use this skill and simultaneously fire a missile weapon.

Special Abilities: The ee'ar normally fly at a speed of 240 feet per round; however, this lowers to 60 feet per round if climbing straight up. A casual ascent of 45 degrees allows 120 feet of forward movement with 120 feet of ascent. When descending, the ee'ar can drop 1 foot for every foot moved forward, allowing 240 feet both forward and downward. They can also dive, which doubles their movement rate to 480 feet of movement both forward and downward. An ee'ar may carry up to 50 pounds of weight plus 5 pounds for every point of Strength without penalty. After that, its movement rate drops to half, and its maneuverability drops to C.

An ee'ar must make a Constitution check for each hour of flight. If this check fails, it must land and rest one-half hour for every hour spent recently in the air. Constitution checks are subject to a penalty of -1 for each 50 pounds (or fraction thereof) of weight carried above the initial 50. A further penalty is assessed at -1 per 5,000 feet of altitude above the first 5,000, with a maximum ceiling of 20,000 feet. However, if favorable wind conditions are present (such as a strong mountain updraft or good steady sea breeze) the ee'ar may glide and receive a +4 bonus to its check.

As with all flying creatures, an ee'ar must land immediately if its hit points are fall below 50% of maximum. Flight (even gliding) becomes impossible if 75% of its overall hit points are lost, and if already airborne, the ee'ar will fall from the sky. If 25% of the ee'ar's total hit points in damage is applied directly to its wings, it must land immediately; 50% prevents any flight until healed.

Due to their size, the wings have an AC rating 1 point worse than the ee'ar itself. Also, armor never covers the wings, possibly widening this gap. The wings

cannot be hit by a frontal attack unless the attacker is taller than the ee'ar. If attacked from the side, an attack too low to successfully hit the ee'ar's AC but high enough to hit the wing AC is applied to the wings. Wings cannot be specifically targeted except in a rear attack; a successful attack from behind always hits the wings. Wings also suffer an extra 1d6 points of damage per round if exposed directly to flame. The wings will keep burning until the ee'ar loses more than 75% of its normal hit points or action is taken to extinguish the flames.

Recovering from direct damage to the wings takes 1 full week for each 10 of the ee'ar's total hit points. Cure spells will heal damage but will not regrow feathers, so flight is still not possible. *Regeneration* and *heal* spells will replace feathers. Magical healing always applies to direct wing damage last. As the percentages fall below 75% and 50% (or 50% and 25% as applied to direct wing damage), the ee'ar regains the ability to glide and, then, fly. Also, an ee'ar regains additional hit points for healing wing damage according to its Constitution bonus. (An ee'ar with a 16 Constitution heals an extra 2 points per week.)

The ee'ar have extreme claustrophobia. Ee'ar that are confined must make a Wisdom check each day or become temporarily insane. This can be cured by a *heal* or *cure disease* spell. Four missed checks in any period of confinement makes the condition permanent, cured by nothing short of a *wish* or *limited wish*.

Habitat/Society: The ee'ar normally live in the mountains on the Arm of the Immortals peninsula. They have adapted to the cold and can survive comfortably with little more than light, down-lined fur tunics, soft leather boots, and thick leggings. Only recently have they come down from those heights to join their enduk friends in the Savage Coast lands. It takes an ee'ar months to get used to the warmth and humidity of the lowlands, especially in the tropics the enduk favor. Anywhere along the Savage Coast, other than the area directly surrounding Um-Shedu, ee'ar are a rare sight.

Ee'ar live in family communities called aeries. An ee'ar village is made up of several aeries, while in a city, aeries can number in the hundreds. Every ee'ar works toward the survival and improvement of the clan, as well as the welfare of the entire ee'ar community. Those clans considered noble are responsible for leading the others. A noble clan is not a permanent endowment; the honor is bestowed on those with a proven history of successful leadership. Noble lines sometimes relinquish this honor to





another clan which has proven more worthy, contenting themselves with a place of honor in the armies the ee'aar maintain for defense.

Though they have their own language (Aeshtyn), the ee'aar follow many standard elven practices, including arranged marriages. A mate is usually selected from another clan of equal social standing; sometimes, interclan marriages occur if an orphan was adopted into the clan. The ee'aar very rarely have twins, but they do have children more frequently than other elves.

Ecology: Ee'aar generally have little to do with other races besides the enduks. While they consider their ways superior, the ee'aar do not lord it over other races. They simply recognize the benefits their long history gives them over the "infant" races. The ee'aar have even been known to assist some of these races, like they did with the enduks, helping them to reclaim their lands from the manscorpions.

Despite their reserved demeanor, ee'aar craft elaborate jewelry, delicate figurines, and ornate weapons. Their cultural artwork is in high demand throughout most of the Savage Coast, bringing high prices where it is available.

ENDUK

CLIMATE/TERRAIN:	Tropical forest and mountains
FREQUENCY:	Rare
ORGANIZATION:	Family
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	P, Q (I)
ALIGNMENT:	Lawful neutral
NO. APPEARING:	1d6
ARMOR CLASS:	6
MOVEMENT:	15, Fl 18 (C)
HIT DICE:	4+4
THACO:	15 (leader 13)
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1d4+1 (or by weapon)
SPECIAL ATTACKS:	Extra weapon
SPECIAL DEFENSES:	+1 bonus on surprise rolls
MAGIC RESISTANCE:	Nil
SIZE:	L (6'-7' tall)
MORALE:	Champion (15-16)
XP VALUE:	650 (975 w/full Legacy)
Leader	1,400 (2,000 w/full Legacy)

Originally from the Savage Coast, these winged minotaurs were driven from their lands on the Orc's Head Peninsula and have only recently returned.

Standing six to seven feet tall, enduks are smaller and lighter than regular minotaurs though still very muscular. Their bodies are covered with short fur ranging from black to light brown. The head of an enduk resembles that of a bull—with horns, a square muzzle, large, heavily-lidded eyes, and a strong mouth filled with large teeth. Long, coarse hair tufts at the throat and shoulders, running in a mane the back. The head of an enduk is most often spotted and splotted with white and black, though features such as the eyes and muzzle are highlighted in brown.

Enduks also possess huge, powerful wings. A typical enduk wingspan measures from eight to ten feet, and when folded, the wings reach from the ground to one foot over the enduk's head. Feather color varies from white to black, including various shades of gray. The underside of an enduk's wings usually bears a design that they show off by spreading their wings when on the ground. These marks tend to be genetic and can convey information about an enduk's family.

The enduk have their own language, Nimmush (Homespeak). This guttural, heavy dialect requires a range that few outside their own race can command. Most enduks also know common and Aeshtyn, the language of the ee'aar. Though most rarely bother to

learn any further languages, some enduks maintain their knowledge of the manscorpion's language (Nimmurian), in case it should prove useful in winning back their homeland.



The Red Curse: Because Um Shedu is in the Haze, most enduks are never

affected by the Red Curse. Enduks never gain an initial Legacy. Only by becoming an Inheritor can an enduk ever gain a Legacy at all. However, those who journey along the Savage Coast can become Afflicted, requiring cinnabryl to protect themselves.





Combat: The average enduk should be considered a 4th-level warrior, but an enduk leader is at least a 7th-level warrior or cleric (7+7 Hit Dice and THACO of 13). Enduks possess a natural AC of 6 and can wear armor if it is made for their winged bodies. Armor with an AC rating of 6 or worse does nothing to enhance an enduk's Armor Class. With armor of AC 5 or better, the armor AC should be used instead of the enduk's, but the armor AC is not added as a bonus. Enduk never use shields of any type.

While on foot, enduks can attack with any weapon allowed to their class. They prefer weapons of 12 pounds or less, as these can also be used while in the air. Because their size and strength allows them to wield it one-handed with full effect, the two-handed bastard sword is one of their favorite weapons. A few enduks can even wield two of these swords at once, making them fierce and dangerous warriors to contend with. Enduk gain a +2 damage bonus for all normal melee weapons because of their upper-body strength. Enduks do not use regular bows, but they sometimes use heavy crossbows, firing twice per round. In the same round as a melee attack, enduks may attempt to gore opponents with their horns; a successful attack causes 1d4+1 points of damage. An enduk that makes multiple melee attacks in one round cannot attempt to gore.

Enduks prefer fighting on the ground because they suffer a -2 penalty to all attack rolls while airborne. Weapons must weigh 12 pounds or less to be used in aerial combat, and while crossbows can be fired from the air, the enduk must land to reload. Enduks may not hover, and so they are restricted to passing attacks, sometimes gaining the advantage by gliding down on an unsuspecting enemy. They can land and quickly spring to the attack, gaining a +1 bonus on their surprise rolls.

Special Abilities: A flying enduk can cover 180 feet per round at level flight; one half of their movement must always be committed in a forward direction. Ascending is a strenuous task because of the bulk they are trying to raise. The enduk can ascend only 30 feet for every 90 feet of forward movement. Descending, the enduk can glide their full movement both forward and downward, 180 feet each direction. If diving hard, they can double their movement rate to 360 feet forward and 360 feet downward, never diving at a steeper angle than 45 degrees. Armor does not restrict movement rate or maneuverability; however, armor does apply toward the maximum weight that can be carried in flight.

While enduks might be limited in their ascent, their strong wings can bear a great deal of extra weight

without further penalty. Enduks can carry 200 pounds plus 10 pounds per point of Strength. If an enduk attempts to carry more than this, its movement rate gets cut by half, but maneuverability remains at C. The maximum weight an enduk may carry and still retain the power of flight is 200 pounds plus 20 pounds per point of Strength. However, they can carry up to 30 pounds per point of Strength and still glide (at a maneuverability of D).

Winged minotaurs must make a Constitution check after every turn of continuous flight. Failure indicates that the enduk must glide downward and land, resting one turn for each two turns previously spent flying. Constitution checks are subject to a penalty of -1 for every 100 pounds of weight carried above the initial 100 pounds. A further -1 penalty applies at heights above 5,000 feet. Enduks can never rise above 10,000 feet. Under favorable wind conditions, they gain a +2 bonus to their Constitution check.

Direct damage to the wings affects an enduk the same way it affects an ee'aar. For example, an enduk warrior with 40 hit points takes 23 points of direct damage to its wings and 8 more in general body damage. It has lost more than 50% of its total hit points in wing damage and more than 75% total, both of these losses keeping it from flying. Even if healing spells bring the enduk back to full hit points, ready to enter battle again, the damage to its wings still prevents flight. After one week, the enduk regains 4 hit points (10% of 40 total hp), bringing the wing damage down to 19 points, allowing the enduk to glide. However, as this total is still greater than 25% of the enduk's hit point total, actual flight is impossible. The enduk still requires two more weeks of healing before the feathers have grown in enough to allow full flight.

If the enduk possesses a Constitution of at least 17, it heals an additional 3 hit points per week for wing damage. In this situation, the enduk would be fully capable of flight exactly two weeks from the injury. A *heal* spell would both regrow feathers and heal damage, allowing immediate flight.

Habitat/Society: The enduks have always been a simple, trusting people with a system of deeply felt religious beliefs. When the manscorpions were originally driven from their lands, the enduk agreed to share Nimmur with them. When betrayed by these manscorpions, the enduks fled their homeland and relocated on the Arm of the Immortals with the assistance of their friends, the ee'aar. There they sought to both preserve their simple lifestyle and prepare to battle for claim to Nimmur.

The enduks put family ahead of other concerns.





Enduks take a mate for life, rarely taking a second even if the first dies. A couple will average one child every few years—four to six young over their lifetime together. Normally one enduk represents the entire extended family for purposes of organized government, whether it is a local organization or a temporary clan-council responsible for matters concerning all enduks. (The last clan-council to be held was over the matter of returning to Nimmur.) This leader is generally an enduk who has lost a mate, or never took one, and has embraced a more martial and possibly religious lifestyle. Sometimes, a mated pair will devote their lives to such pursuits, both becoming leaders for the family.

Enduk are typically stoic creatures unless enraged. They get along well with all other races except the manscorpions, who have possibly earned the eternal animosity of the enduks. Their philosophy demands an ascetic life of peasantry, which ties in with the enduk religion—worship of their patron Immortal, Ixion, and reverence of their greatest leader, Gildesh. Gildesh supposedly returns every 300 years to live among his people, constantly renewing their faith. In his latest reincarnation, Gildesh led his people back to the Savage Coast to reclaim their homeland. Not the fanatic killers the manscorpions can be, the enduks and their ee'aar allies were only able to gain a foothold. They now hold Um-Shedu and the surrounding land. Enduks in this area are more likely to be mistrusting and militant. Some of their people have returned to the land and become farmers, but the population of Um-Shedu is supported mainly by the enduks remaining on the Arm of the Immortals.

Ecology: The enduks would like nothing more than to live in peace with their neighbors, raising crops and hunting for meat as needed. However, that choice has been taken from them, and for the time being, the enduks are pursuing this war with vigor. Unless the manscorpions make amends for their actions, the violence is likely to continue until one race or the other is destroyed.

Besides the killing, this conflict has forced the enduks into a higher level of craftsmanship and commerce. The enduks are natural metalsmiths, making some of the best tools and weapons available. Mostly they work with regular steel, but with their return to the Savage Coast, they have begun crafting *red steel* weapons. Enduks do not make items specifically for trade with other races yet, so most weapons and tools are created for enduk physique. Still, these items are gaining a following in the surrounding lands as trade items.

FACHAN

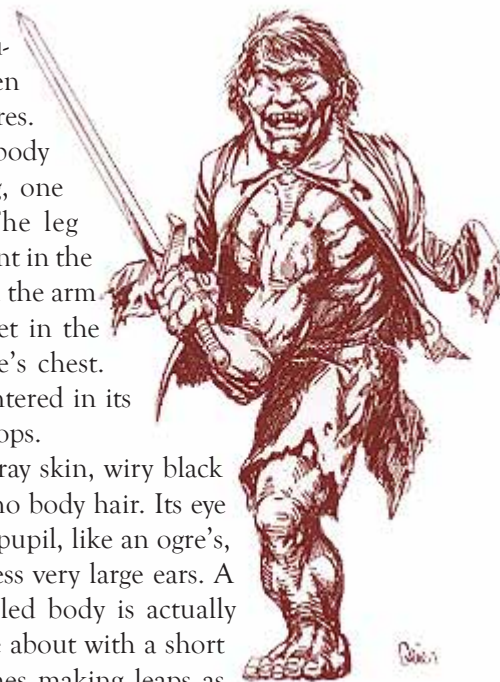
CLIMATE/TERRAIN:	Barren mountains
FREQUENCY:	Very rare
ORGANIZATION:	Tribal
ACTIVITY CYCLE:	Day
DIET:	Carnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	M, Q (B)
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1d4
ARMOR CLASS:	4
MOVEMENT:	10
HIT DICE:	8+3
THAC0:	11
NO. OF ATTACKS:	1 (kick or weapon)
DAMAGE/ATTACK:	2d6 (or by weapon)
SPECIAL ATTACKS:	Hurling rocks
SPECIAL DEFENSES:	Surprised only on a 1
MAGIC RESISTANCE:	Nil
SIZE:	L (9'-11' tall)
MORALE:	Steady (11-12)
XP VALUE:	2,000 (+1,000 per Legacy)

This unusual creature looks grotesque even compared to other ogres. Its vaguely humanoid body possesses only one leg, one arm, and one eye. The leg attaches to a special joint in the center of its pelvis, and the arm hangs from a socket set in the middle of the creature's chest. The fachan's eye is centered in its face like that of a cyclops.

A fachan has dull gray skin, wiry black hair on its head, and no body hair. Its eye is purple with a white pupil, like an ogre's, and they tend to possess very large ears. A fachan's heavily muscled body is actually quite agile. They move about with a short hopping run, sometimes making leaps as great as 10 feet in distance and clearing over 6 feet in height.

Fachans have a lifespan of approximately 90 years. They usually speak the languages of local ogres, trolls, and orcs.

The Red Curse: Fachans gain multiple Legacies, sometimes as many as 5 (1d4+1). Fachans require *cinnabryl*, and because they have trouble acquiring the



metal, most are heavily Afflicted. Only their strong desire to inflict equal suffering on others keeps them functioning. Fachan wear *cinnabryl* when it can be found, but they prefer taking it from others.

Combat: In combat, fachans use clubs or morning stars as weapons, though some have discovered the usefulness of axes or swords. Because they have only one hand, fachans cannot use missile weapons or polearms, but they can wield a two-handed weapon (up to bastard sword size) and still deliver the full two-handed damage. In addition, fachans have a +4 damage bonus when striking with any hand-held weapon.

If unarmed, a fachan may kick or stomp any creatures less than 6 feet tall, doing 2d6 points of damage on each successful hit. Fachans can also hurl rocks weighing up to 40 pounds apiece to a maximum range of 60 yards, each causing 2d4+2 points of damage with a successful hit. However, the fachan's body structure and lack of depth perception (because of the single eye) gives the creature a -2 penalty to hit when throwing rocks (cumulative with the normal -2 medium range and -5 long range penalties).

Though fachans are considered giant class, rangers only gain one half the normal damage bonus because of the fachan's strange body arrangement. Fachans are very alert and are surprised only on a roll of 1.

Habitat/Society: One out of every 400 ogre births produces a fachan, which may stay with the tribe but usually seeks out its own kind. Fachans prey on any creature other than ogres, showing marked preference for the flesh of humans and demihumans. Fachans are also prone to exceptionally cruel behavior, directing it at anyone nearby. Only orcs and ogres make any attempt to get along with the creatures. Ogres try only because of the thin bonds of kinship between them; orcs bribe fachans to work as scouts and guards because of their great strength and exceptional hearing. Fachans can detect the sound of an approaching horseman from up to 5 miles away. Fachans also have a 10% chance of possessing a legacy leech.

Ecology: Alchemists and wizards have found that the hearing organs of a fachan may be made into a *potion of clairaudience*. Also, the hide of a fachan's hand can be made into a single *gauntlet of fachan power* for either the left or right hand depending on the fachan (50% chance either way). This gauntlet bestows 18/00 strength to the wearer's arm, hand, and shoulder for purposes of grip and damage bonuses.

FELIQUINE

CLIMATE/TERRAIN:	Temperate steppes
FREQUENCY:	Uncommon
ORGANIZATION:	Pride
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Semi- (2-4)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	3d4
ARMOR CLASS:	5
MOVEMENT:	18
HIT DICE:	4+4
THAC0:	15
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1d6/1d6/1d10
SPECIAL ATTACKS:	Kick
SPECIAL DEFENSES:	+1 bonus on surprise rolls
MAGIC RESISTANCE:	Nil
SIZE:	L (10' long)
MORALE:	Steady (11-12)
XP VALUE:	270 (420 w/Legacy)

These half-feline and half-equine creatures have the head and front claws of a lion and the hindquarters of a horse. Most are colored like lions, though spotted specimens (appaloosas) are not unknown. Some even have equine markings such as a white mane and paws or a blaze down the nose. Completely black specimens are rare, but not impossible to find.

Feliquines are intelligent enough to understand commands, though they do not always choose to follow them. Often, a feliquine's strong independent streak will cause it to ignore orders. The only truly "tame" feliquines are those bonded to Beast Riders. Feliquines communicate through growls, purrs, hisses, and body language.

The Red Curse: Feliquines occasionally gain Legacies, but they do not need *cinnabryl* to ward off Affliction.





Combat: Wild feliquines hunt in prides, groups that consist of one or two males and several females. Generally, the females herd prey toward a waiting male, who attacks with fang and claw. Females are quite capable of bringing down their prey, and sometimes they simply attack if the prey refuses to be herded.

A bonded feliquine mount usually protects its rider, though it seldom attacks with its claws while being ridden. A feliquine mount fiercely attacks with both claw and bite when its rider is down. Bonded mounts have even been known to gently lift severely wounded riders and carry them to safety.

Feliquines can also kick with their rear legs, inflicting 2d6 points of damage. Wild specimens attempt this only when cornered, but bonded mounts are usually trained to do so in combat. If stationary, a feliquine can kick out with its rear legs, but not in the same round that it uses its front claws.

Feliquines are rarely surprised, able to sense the approach of almost any danger. They gain a +1 bonus on all surprise rolls.

Habitat/Society: In the wild, feliquines roam the steppes in prides, hunting mammalian prey. Horses have become a favorite quarry since their introduction to the Savage Coast, but other herd animals are also commonly hunted. Feliquines have been known to attack goblinoid villages in times of famine, but they seldom attack humans or demihumans and never rakastas.

Bonded feliquines are usually born in the wild and live there about a year before a prospective Beast Rider will approach, seeking to form a bond. Some feliquines are receptive to these attempts, while others are not. In any case, the creatures will bond only with rakastas and, occasionally, elves.

Once bonded, a feliquine goes to live with the Beast Rider and his nomadic tribe. These animals are treated very well, hunting with the tribe and sharing its food. Beast Riders periodically release their bonded feliquines back into the wild to hunt and mate. If they do not do this, the feliquines become uncontrollable.

Wild feliquines mate within the pride, producing one or two cubs each time. Bonded feliquines must attract a mate from a pride, which often entails fighting. Cubs born to bonded feliquines are released to be raised by wild prides.

Ecology: The feliquine is a dreaded predator, powerful enough to earn a place near the top of the food chain. Because of their Intelligence, feliquines have sense enough to move on when prey becomes scarce.

FIEND, NARVAEZAN

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Special
INTELLIGENCE:	High (13-14)
TREASURE:	H, S, T
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1
ARMOR CLASS:	3
MOVEMENT:	Fl 24 (A)
HIT DICE:	6+2
THAC0:	15
NO. OF ATTACKS:	5
DAMAGE/ATTACK:	1d6/1d6/1d6/1d6/2d4
SPECIAL ATTACKS:	Spells
SPECIAL DEFENSES:	Hit only by magical weapons
MAGIC RESISTANCE:	10%
SIZE:	M (6' tall)
MORALE:	Fanatic (17-18)
XP VALUE:	4,000

This creature of half shadow and half substance intentionally materializes as a being of twisted features, with dark horns and squirming shadows behind it. These shadows alternately appear as a billowing cloak or large bat wings. Its strangely proportioned arms hang almost to its knees, ending in large claws. Its feet also have great, hooking claws that would impede its movement if it did not fly everywhere. The most frightening aspect of this fiend's appearance is its eyes, which burn with an evil black-green intensity always visible unless the creature is hiding in the shadows.

The Narvaezan fiend communicates telepathically but cannot select who it speaks to. It selects a range up to 10 yards, and anyone within that radius can hear what it says. The telepathic connection allows it to speak any language. The creature can choose to sound like an enticing whisper or a raspy screech.

The Red Curse: The Narvaezan fiend never acquires a Legacy or requires *cinnabryl* to ward off Affliction.

Combat: The Narvaezan fiend attacks with stealth, pouncing on a victim from behind, which negates any Dexterity adjustment to the victim's AC. The fiend attacks with all four claws and its bite each round. Once the fiend draws blood, it becomes more corporeal. In this solid state, the fiend cannot simply



melt back into shadows; it must remain for two rounds without drawing more blood or try to escape by more conventional methods (such as flight). If the creature chooses to attack by swooping past its victim, it receives only the four claw attacks, but gains a +1 damage bonus (1d6+1) on each successful hit.

The fiend cannot be affected except by magical weapons, spells, and Legacies. Three times per day it can attempt either *fear*, *enthrall*, or *curse* as per priest spells, and once per day it can attempt *suggestion* as per the wizard spell. The fiend can also cast a *cure light wounds* spell on itself after three turns of concentrated thought.

Special Abilities: This creature moves only by the power of flight. Each round, it can move up to 240 feet in any direction, carrying up to 100 pounds with no penalty. With proper concentration, it can carry a maximum weight of 200 pounds, sacrificing half its speed and dropping to a maneuverability class of B.

The Narvaezan fiend must stay out of the sunlight. During the day, it is confined to the shadows of Narvaezan alleyways and buildings, or it may retreat to its shadow-lair to await nightfall. At night it is free to roam, effectively gaining a 90% chance to hide in shadows as per the thief ability.

Habitat/Society: These noncorporeal entities were attracted to Narvaez because of the negative emotions generated by religious persecution. The fiends feed off the fears, paranoia, and destructive thoughts of inquisitors—the Narvaezan priests who are responsible for finding and punishing heretics. The fiends' existence fuels their burning desire to stamp out evil, which to them means rooting out heresy. Wrapped in holy zeal, the inquisitors cause fear and paranoia, utterly delighting the fiends.

To escalate the persecution, fiends use their abilities to tempt the people of Narvaez into compromising situations. They also appear before the inquisitors, tormenting them with lies concerning a secret following the fiends have among loyal Narvaezan people and priests.

Ecology: The fiend's major impact is social, tearing apart the normally strong religious underpinnings of Narvaez. The fiends care nothing about the chaos they cause; it is simply their food supply.

Lair: Narvaezan fiends create lairs from shadow

substance, usually about 1000 square feet in area. The entrance is no more than a dark shadow, which the fiend can move by force of will. If hidden in an alley or other dark place, the door is nearly impossible to find. Even the special elf abilities grant no chance of recognizing the hidden entrance unless the character is actively searching for it. However, *detect magic* or *true sight* would reveal the shadow door.

Inside, the lair is filled with dark mist and shadows that automatically confuse anyone other than the fiend. To determine if the character moves in the intended direction, roll 1d8 every round. On a roll of 1 the character moves in the direction desired. The other numbers indicate that the character moves in a random direction. Distances also seem out of proportion, and all doors are considered secret doors. Inside his shadow-

lair, the fiend can manipulate shadow and mist to create illusions as needed. Not incredibly detailed, these illusions appear along the peripheral vision and can be extremely distracting.

If it wishes, the Narvaezan fiend can attempt to pull someone into its lair. It accomplishes this by quietly moving the shadow door behind the intended target. If the victim is surprised and at least two of the fiend's four claw attacks are successful, the victim is pulled into the lair. No damage is actually inflicted by this attack. If all four attacks succeed, the

being does not even make a sound as it is pulled within the lair. The lair cannot be moved if any creature other than a fiend is inside, so companions may search for the entrance and attempt a rescue. As the shadow-lair is considered a null-dimensional space and not of the Prime Material Plane, light, sound, and magic cannot pass through the door.

If the fiend dies, his lair immediately begins to dissipate. Anyone still inside has five rounds to vacate or be spilled out into an alternate plane of existence. The power of confusion dissipates in the first round, allowing easy access to the door. Still, those who lag behind, trying to take too much treasure, are likely to find themselves trapped.

The shadow-lair can be magically enchanted before it dissipates, allowing a wizard to save it. Following the same procedures for the creation of a magical item, including the use of a *wish*, the lair essentially becomes a large *portable hole*. Dimensions can be altered as long as the total area remains the same.



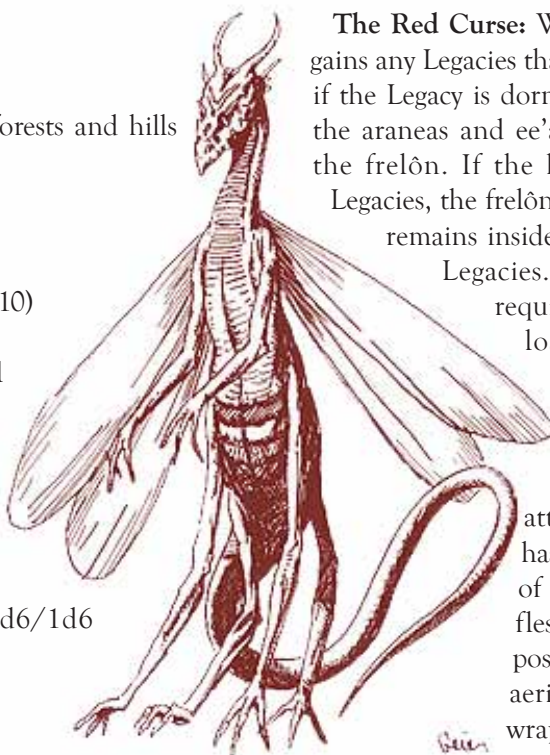
FRELÔN

CLIMATE/TERRAIN:	Temperate forests and hills
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	Nil
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1d4
ARMOR CLASS:	3
MOVEMENT:	8, Fl 18 (C)
HIT DICE:	6+3
THACO:	13
NO. OF ATTACKS:	4
DAMAGE/ATTACK:	1d4/1d4/2d6/1d6
SPECIAL ATTACKS:	Poison
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	10%
SIZE:	L (7' tall)
MORALE:	Fanatic (17-18)
XP VALUE:	2,000 (+1,000 per Legacy)

The frelôn were originally created by dragons to serve a specific function: to seek and destroy the hated araneas. They have since grown beyond this function, evolving into mysterious, yet very dangerous, creatures.

A frelôn looks like a cross between a dragon and a wasp. Its long, skinny body segments into two sections, though not quite the abdomen-and-thorax arrangement of a normal insect. Two pairs of long legs cause it to stand upright at 7 feet tall. A whiplike tail with a stinger extends from the base of the body, constantly snaking about as if restless to attack. The creature's upper pair of arms end in small claws that are capable of raking attacks and grasping small objects. The dragonlike head seems small for such a large creature, but its dangerous mouth is filled with a double row of tiny but sharp teeth. Head to tail, the creature is armored with mostly black scales, though it usually has several decorative bands of red or blue circling its lower body or running in striped patterns on the upper body and head. The frelôn possesses a set of wings, similar to those of a dragonfly. These semi-transparent wings shimmer with a hint of reflected color.

Frelôns communicate with each other through buzzes, hums, and clicks. They also share an abbreviated language with all evil dragons and can still make themselves understood to the descendants of their creators.



The Red Curse: When a frelôn hatches, it gains any Legacies that its host possesses. Even if the Legacy is dormant in the host, as with the araneas and ee'aar, it becomes active in the frelôn. If the host possesses multiple Legacies, the frelôn gains 1 for every week it remains inside, up to a maximum of 4 Legacies. The creature does not require *cinnabryl*, nor does it lose any attribute points due to the Red Curse.

Combat: The frelôn attacks mostly for food. It has grown fond of the taste of human and demihuman flesh and eats it as often as possible. The creature prefers aerial combat, where it can wrap its tail underneath and use all four attacks. However, a frelôn cannot attack creatures on the ground without landing first, because of its size and slow maneuverability. On the ground, the frelôn attacks with its forward claws and its bite. If fighting multiple opponents, the frelôn will fly off with the first one to fall. If the frelôn loses over half of its hit points, it will attempt to flee.

If the frelôn is attacking for the purpose of its created function, if it decides to flee, or if a victim proves too tenacious and the frelôn cannot escape, the creature will rely on its stinging attack. The frelôn will turn sideways, so it may attack its victim with one claw as well as the stinger. If multiple creatures attack the frelôn at melee range, the frelôn will always attack the first with conventional attack methods and the second with its stinger. The effects of the sting attack are described under "Special Abilities." After a successful sting attack, the frelôn will withdraw from combat, flying to safety.

Special Abilities: The frelôn can fly 180 feet per round. It cannot ascend more steeply than 45 degrees, moving 90 feet forward and 90 feet up. Descending, the frelôn can move 180 feet both forward and down. Because the frelôn's flight is magical, it can lift up to 200 pounds without penalty, and it can carry up to a maximum of 400 pounds at half its Movement Rate and a maneuverability class of D. The creature's wings also magically regenerate. Even if the wings are completely destroyed, the frelôn regains them within three turns. This regeneration does not heal lost hit





points; it just allows use of the wings. Unlike other creatures, the frelôn can fly regardless of hit point damage to its body.

The sting of a frelôn produces several effects. Besides suffering 1d6 points of damage, any sting victim must make a successful saving throw vs. poison or fall unconscious for 2d4 rounds and suffer 1d4 turns of memory loss. After a successful sting attack, the frelôn always abandons the victim, even if hunting. This is because the stinger also acts as a syringe, inserting tiny eggs into the wound. Unless high-level magic (*heal*, *limited wish*, etc.) is used to immediately treat the wound, a young frelôn will eventually emerge and fly away. As most victims do not remember the frelôn attack due to memory loss, they rarely seek the help they need. Frelôns can inject their poison and eggs only once every two days.

Frelôn young begin to hatch after two weeks. For the next week, the victim suffers the loss of 1 hit point per day, as several of the tiny young feed on their host and each other. By the second week, only one frelôn is left, but its continued feeding causes the loss of 2 hit points per day. This loss accompanies waves of nausea and muscle pains as if the victim has contracted a disease or a case of food poisoning. During and after the second week, the surviving frelôn can influence its host as per a *domination* spell once every 24 hours. During the third and fourth weeks, the creature limits itself to only 1 hit point every few days (as if the victim might be getting better) though the nausea and muscle spasms will increase slightly.

The young frelôn can actually live in its host for up to one month before emerging for other nourishment. Its emergence forces the victim to attempt a saving throw vs. death magic. Failure indicates death, while success limits the effect to 4d8 points of damage. The emergence wound must be treated for disease and magically healed within 48 hours, or the victim will fall ill, dying within one week unless a *wish* or *regenerate* spell is used.

Habitat/Society: When fighting the araneas, the dragons created a new life form to be the bane of this spider race. They stripped away a part of themselves (and borrowed from a few other creatures) to create the frelôn. They endowed this predatory creature with the desire to seek and destroy the araneas, the Intelligence needed for both surviving in this harsh land and finding the reclusive spider people, and the natural abilities that make the frelôn a deadly hunter. The frelôns were designed as solitary creatures to make destroying large numbers of them at a time almost impossible. Each creature reaches maturity within six

months and can then lay eggs, hopefully in an aranea. No mate is required for reproduction. The *domination* ability is for forcing a host to lead the frelôn to other araneas.

Frelôns threatened aranean settlements for centuries. For quite a bit of that time, the araneas were not even sure what danger they faced. However, when the Immortal patron of the dragons retired from the Conflict, the araneas again possessed a superior wealth of magic.

The araneas also discovered a weakness in the single-minded directive given to the frelôn that they were able to exploit. The dragons had not counted on the dual nature of the araneas. By revealing the aranean humanoid aspect to the frelôns, the araneas managed to confuse them and divert a majority of the threat. In an effort to fulfill their mission of destruction, the frelôns began to hunt all humanoid creatures.

This change of focus spread the frelôns throughout the lands of the Savage Coast and into surrounding areas. Even as far as the Arm of the Immortals, the ee'aar were forced to launch a major campaign to eradicate the frelôn presence there. As the creatures spread, the araneas were also able to bring the menace under some semblance of control in Herath.

Today, frelôns seek the destruction of all humanoid races in their search for araneas. They do not care for treasure or power, taking only what they need to survive. At times they ally with nonhumanoid, intelligent creatures.

Ecology: The frelôns prey on humanoid races of any type, affecting the ecology at one of the highest levels possible. Their Intelligence makes them very dangerous foes. One frelôn, in the absence of any true opposition, can decimate a small village by attacking a few remote homes and planting eggs. Within a few months, dozens of young frelôns swarm the surrounding countryside.

At this point, it is unlikely that the dragons could stop this experiment gone awry, and it is unsure whether they would even want to. Crimson dragons have actually been known to convince frelôns to join them as guardians and servants. Lucky for the humanoid races, the frelôns still remain separate from one another, as they were originally designed. If they were to begin constructing social ties and communities, working together toward their common goal, their power would multiply accordingly.

Fortunately, the races are aware that the frelôn pose a threat to their lives. Larger cities usually post a bounty on the creatures. Wizards, alchemists and priests will pay well for frelôn body parts because of their



usefulness in a variety of magical preparations. Some of the creature's smaller scales are necessary for *crimson essence*. Pieces of the creature's wings can be brewed into a *potion of flying*. *Potions of domination* can be formed from the *frelôn*'s brain, if the *frelôn* is caught young enough.

Some parts of the creature do not even require enchantment to be of benefit. The poison from one *frelôn* is enough to coat a blade three times or an arrow six times. One dose will cause paralysis for 1d4 rounds, negated by a successful saving throw vs. poison. Some *frelôns* (25%) possess 5d4 scales which will each act as one ounce of *cinnabryl*, depleting in the normal fashion. These are formed when a young *frelôn* is exposed to the magical interaction between *cinnabryl* and someone possessing a Legacy. These scales are usually the colored ones up around the head. Once they are depleted, they are of no further use.

GHRIEST

CLIMATE/TERRAIN:	Temperate hills and mountains
FREQUENCY:	Rare
ORGANIZATION:	Family
ACTIVITY CYCLE:	Day
DIET:	Carnivore
INTELLIGENCE:	Semi- (2-4)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1d4
ARMOR CLASS:	6
MOVEMENT:	0, Fl 28 (B)
HIT DICE:	4+1
THACO:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2d6
SPECIAL ATTACKS:	Dive, breath weapon
SPECIAL DEFENSES:	Surprised only on a 1
MAGIC RESISTANCE:	Nil
SIZE:	L (10' wingspan)
MORALE:	Steady (11-12)
XP VALUE:	975

This large flying creature spends its entire life in the air, hunting the skies over the Savage Coast.

The ghriest's body is wedge-shaped, hanging mostly below its extremely wide wingspan. Its large eyes give the creature near-perfect vision, with a 360-degree range. The creature's long, narrow head tapers up into a kind of fin. The ghriest's sharp beak is lined with a

row of tiny teeth.

Two feet lay along the underside of the ghriest; atrophied from generations of disuse, these scrawny appendages are weak but agile. The ghriest's body is covered with feathers except on its head and along a bony ridge lining the front of each wing.

The Red Curse: Ghriests never gain Legacies or need *cinnabryl*.

Combat: The ghriest attacks by stabbing an opponent with its long, pointy beak. Despite its sharp, tiny teeth, it never bites.

When attacking, the ghriest flies above its prey; it then dives toward the target with incredible speed and accuracy, catching most opponents completely by surprise. Its dive inflicts double damage (4d6), impaling the target. After a successful dive, the ghriest uses its feet to pull the victim from its beak. If the victim is still alive, the ghriest then stabs it again while holding on tightly. The ghriest can remain aloft even while carrying a small human.

Once per day, a ghriest can belch forth flames, much like the breath weapon of a small dragon. The flames

are directional, striking a single target for 4d6 points of damage. If the victim makes a successful saving throw vs. breath weapons, it takes only half damage.



both eggs and newborn with their nimble feet. Once able to fly on their own, a young ghriest stays with its family for protection for at least six months. Ghriests generally have two young per year. Males tend to be somewhat bigger and more colorful, though the female is the more deadly hunter.

Though its weak legs could not possibly maintain its weight, this is not the reason that a ghriest never lands. Strangely, a ghriest cannot land, or it will die. Requiring a constant and heavy flow of air past its breathing cavities, if it were to land, the ghriest would choke to death within a few minutes. Even after the first few seconds, it is unlikely that the creature would



have the strength to return to the air.

Ghriests live above the Forbidden Highlands and over the mountains on the Arm of the Immortals. They prefer to soar above hills or mountains, relying on the numerous updrafts to help keep them aloft while eating or mating. They also prefer to stay away from humanoid habitation, with the exception of the ee'aar. The ee'aar have even been known to join the creatures in flight.

Ecology: Ghriests occupy a spot near the top of the aerial food chain. Ghriests hunt almost anything else in the air, impaling them with their deadly beaks and ripping them apart. They can be befriended and tamed by ee'aar, but they are occasionally hunted by other races for their feathers. Every ghriest possesses 4d4 "pilot" feathers along its wings with special flying abilities. Arrows and crossbow bolts tipped with these arrows fly 50% further and have a nonmagical +1 attack bonus.

GLUTTON, SEA

CLIMATE/TERRAIN:	Deep saltwater
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	Nil
ALIGNMENT:	Neutral (evil)
NO. APPEARING:	1d2
ARMOR CLASS:	6
MOVEMENT:	10, Sw 18
HIT DICE:	9+2
THACO:	11
NO. OF ATTACKS:	2 (bite/tail)
DAMAGE/ATTACK:	2d6/2d10
SPECIAL ATTACKS:	Constriction, swallow whole
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	G (50'+ long)
MORALE:	Elite (13-14)
XP VALUE:	3,000 (+ 1,000 per Legacy)

The sea glutton (or glutão marinho, as it is called by the Vilaverdians) is a form of giant serpent—the kind mariners have whispered tales of since the beginning of ocean travel. They are most often reported lying on top of the water, sunning themselves; provoking one

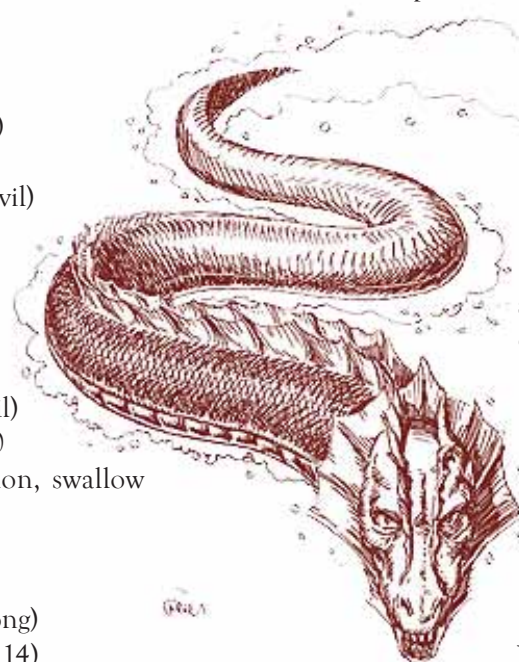
is a poor idea.

The creature has a long serpentine body covered with dark green, glistening scales. Its underbelly is a chalky gray. The head of a sea glutton resembles a dragon more than an actual serpent, with a large mouth full of sharp teeth and two protruding fangs.

All sea gluttons have a ridge of webbed spikes running down their backs. These spikes start out tiny on the creature's nose ridge, grow quickly to make a large crest over its head, and then trail off over the next 20 feet or so. The spikes can lie flat along the back or be extended to provide protection. Males also have a webbed fan of spikes circling their heads. These are usually flared during fights to make the creature's head seem larger and more threatening.

The Red Curse: Sea gluttons usually have at least one Legacy. Crimson Fire, Red Shield, Repel Metal, and Temperature are the most common Legacies possessed by these creatures, but they can have any Legacies from Region 2. Sea gluttons do not require cinnabryl to prevent Affliction.

Combat: Sea gluttons provoke an attack only when in search of food. Food consists of almost anything under or on top of the water. The creature can attack with both a bite and a tail slap. On a natural attack roll of 19 or 20, the sea glutton can swallow whole any creature man-sized or smaller. Sea gluttons may attempt a constricting attack instead of a tail slap. If the attack is successful, 2d10 points of damage are automatically inflicted on the victim every round. Victims can attempt a bend bars roll to escape the sea glutton's grip. If attacking a ship, the creature can crush the vessel within 10 rounds.



Habitat/Society: Sea gluttons roam the open sea waters, traveling alone or with a mate. Its young are abandoned at birth and left to fend for themselves, many falling prey to other sea creatures during this vulnerable period. Those who survive their first year are considered adults and can pretty well take care of themselves. No one knows how old or how large a sea glutton can get, though





sailors speak of one that is commonly mistaken for a small island.

Sea gluttons are most often spotted by Vilaverdan sailing vessels off the coast of Robrenn. The Izondian Deep provides the deep saltwater channels these creatures prefer and supports a large variety of sea life on which they can feed. Though sea gluttons do not stake out a territory, they are wary of each other. Battles have been witnessed between two males or two females but never between opposite genders. Sea gluttons often hunt the surface of the water for food, and they love to sun themselves right after a meal. Otherwise they remain in deep water.

Ecology: Sea gluttons are possibly the most feared creature in the Western Sea and almost certainly along the waters of the Izondian Deep. Their primary food staple is the echyan; they provide a critical check in keeping down the population of these sea worms. The only creature sea gluttons truly fear after the first year is the kla'a-tah, which hunts and feeds on them.

GOATMAN

CLIMATE/TERRAIN:	Mountain
FREQUENCY:	Uncommon
ORGANIZATION:	Clan
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	M, N, O (Qx10, S, V)
ALIGNMENT:	Neutral (evil)
NO. APPEARING:	1d6+4
ARMOR CLASS:	5 (7)
MOVEMENT:	18
HIT DICE:	2+2
THACO:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d4 (or by weapon)
SPECIAL ATTACKS:	Surprise, backstab
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (5'-6' tall)
MORALE:	Unsteady (5-7)
XP VALUE:	175 (270 w/Legacy)
Scout	270 (420 w/Legacy)
Patriarch	650 (975 w/Legacy)
Shaman	975 (1,400 w/Legacy)

A cross between a man and mountain goat, this creature is native to the Black Mountains east of the

City-States, but it is becoming more and more common in the Savage Baronies. Smarter than orcs but not as capable as humans, these humanoids still make natural thieves.

Goatmen look like tall, bipedal goats with human arms. They have cloven hooves and powerful lower legs, but their torsos are vaguely humanoid with slender arms jointed like those of humans. The head is that of a mountain goat, with horns growing in a tight curl on each side. Except for the arms, the entire body of a goatman is covered with short, wooly fur ranging in color from white to black. Their hair grows long and shaggy on the head and down the back, separated into braids with decorative beads and leather strips.

Goatmen have a language with so many different dialects that many of them have trouble communicating with each other. However, most of them know common, speaking with a naturally rough and hoarse voice.

The Red Curse: The Red Curse affects any goatmen who enter the Savage Coast. As they usually come in from the east, goatmen tend to have Legacies from Region 1. Because they require *cinnabryl* to fight off Affliction, goatmen have been known to be quite ruthless in their efforts to acquire this magical metal.

Combat: Goatmen move with both speed and stealth, allowing them to appear from an unexpected direction (-1 penalty to opponent's surprise roll). In a fight, goatmen rely more on Dexterity than Strength. If a goatman attacks from behind and gains surprise, it is allowed to make a backstab as per the thief special ability. This free attack is made before initiative is rolled. On a rear attack, a goatman gains a +4 bonus to its attack roll and ignores the defender's Armor Class Dexterity adjustment. Most goatmen inflict double damage with this strike, but scouts and goatman leaders inflict triple damage.

Goatmen favor smaller weapons such as daggers, crude short swords, clubs, and maces. A goatman can never wield a two-handed sword or any bow other than a light crossbow. However, goatmen can use firearms. Goatmen also have a natural +1 attack bonus when attacking with a dagger or knife. Very few of them possess qualms about using poison, but it is difficult for them to attain.

Ramming is a natural ability of the goatman, employed in combat only if the conditions are right. Their horns are not suited for goring though incredible strong, and the thick neck muscles of a goatman allow him to absorb incredible amounts of force with no negative effect. Ramming requires a running start and only causes 1d4 points of damage. However, the force



of the blow forces the victim to make a Dexterity check with a -6 penalty (if the victim is surprised, no check is allowed). A failed check indicates that the victim is shoved forward 1d10 feet and automatically falls. This attack is most useful when a person is standing within a few feet from the edge of a cliff or very steep slope.

A small number of goatmen (5%) follow a different path from the rest, learning primitive clerical magic. These goatman shamans lose the backstab ability but still use the same weapons as a regular goatman. These shamans are treated as 5th-level priests. With a shaman present, goatman morale increases to Average (8-10).

Using their fast movement and stealth, goatmen usually make a coordinated effort to take advantage of their backstab ability. Sometimes, a small group appears ahead of the victims to make noise and draw attention away from the goatmen coming up from behind. If victory is not assured after the first few rounds of fighting, the goatman leader will call for a retreat. A second attack will proceed much like the first, but with a stronger diversionary force. The third attack will almost always be a normal battle, with no surprises. A goatman leader will not usually commit his people to a fight unless they possess overwhelming numbers.

Special Abilities: Powerful lower legs, sharp hooves, and incredible balance allow goatmen to traverse steep mountain terrain with no detriment to their Movement Rate. At times, they can leap five feet straight up. Goatmen move at half their normal Movement Rate when moving through swampy or marshy ground.

Habitat/Society: Goatmen are natives of the Black Mountains that lay to the east of the City-States. They live in small communities formed around a family patriarch or matriarch, numbering anywhere from 20 to 50 members per clan. The one patriarch (or matriarch) is considered a 5th-level thief, though 1 out of every 10 goatmen is likely to be of similar experience. Another 3 of every 10 are considered 3rd-level thieves (scouts), and 1 of every 20 is a clan shaman. These numbers hold fairly true whether encountering a goatman clan or a traveling band.

Clans might lay claim to a particular mountain valley or summit, controlling the terrain for several miles in any direction, but they always remain ready to move should game get too scarce to feed them or a neighboring clan too powerful to deal with. The clans

are fierce rivals, often fighting over borders. In hard times, one clan might try to raid another, but generally the weaker clan moves on to a better location before this happens.

Goatmen try to live near caves, which they use for emergency shelter or a common meeting place. They build simple stone dwellings for each mated couple and their immediate family, usually with a heavy thatch roof. Goatmen raise crops but do not tend them very well; they also hunt for wild game. Occasionally a clan will keep pigs and horses for food.

Evening meals are often a community event, with the patriarch deciding who should supply food and a clan shaman leading the festivities. Goatmen play a variety of simple instruments, and their music is very enthusiastic if not exactly beautiful. They love to sing and dance and will often build up a huge bonfire to supply light for their revelry, which can last well into the night.

In the face of deprivation, the clans sometimes put their differences aside to work together. This usually results in a large raiding force that comes down out of the Black Mountains to attack farms and villages of the eastern City-States, or perhaps the nation of Hule. Currently, under the leadership of Gr'anth Mountainwalker (9th-level thief, 5th-level shaman), several clans are waging a merciless guerrilla war to rid the hills northwest of Zvornik of all goblins.

At times, small bands of goatmen and even individuals enter the lands of the Savage Coast, seeking work, fortune, and mischief. Goatmen are rare in the Savage Baronies, and are very rare east of Renardy.

Their reputation precedes them, so goatmen are not particularly welcome, except by those who are in need of such unscrupulous sorts. However, goatmen are not persecuted except in the Baronia de Narvaez where they are thought to be "spawn of fiends." Goatmen also have a natural dislike for dogs, straining relations with the lupins of Renardy.

Legends: An ancient tale tells of a wealthy mountain city called Bielagul, which was once ruled by goatmen. When it fell, due to either outside invasion or the disfavor of the Immortals, the goatmen were scattered throughout the Black Mountains.

Over the years, adventurers have returned from the Black Mountains with tales of the ruins of a grand city they discovered. Organized searches have met with





little success over the years, however.

The goatmen devoutly believe in the existence of this city, and several clans think that the city is near their territory. Gr'anth Mountainwalker, current warleader of the clans, claims to have visited the city and promises to return the goatmen to it one day. Many think that the City-State of Zvornik has promised to aid Gr'anth in this cause in return for clearing out the nearby goblins. Even if such a promise were made, it seems likely that Zvornik will abandon any ties to this barbarous race once the goblins are eradicated.

Ecology: In large numbers, goatmen strain any environment. They overhunt regions and their farming methods leach away the soil's nutrients. They fight against any race that appears weak and, often, among themselves. The only qualities that the goatmen have to offer other races are their roguish skills.

Often, goatmen are also hunted for their value to alchemists and wizards. The tongue of a goatman can be made into a *philter of glibness*, and a special assortment of muscles from the arms and legs can be enchanted and formed into *bracers of dexterity*. Other parts of these creatures are also reported to have special uses—the inner ear workings having to do with superior balance, and their horn with various armor spells.

Golem

The Savage Coast offers some unique variations on the standard golem design, in both form and material. Standard golems are slowly giving way to the new forms.

The Red Curse: Golems cannot gain Legacies, so they do not need *cinnabryl*.

Aelder

The ee'aar build these glassteel golems for the express purpose of guarding sacred burial places up in the high mountains. Only ee'aar priests can create them, and they are always constructed in pairs.

An aelder golem can be created in any of a dozen different forms—including a spider, centaur, serpent, and gargoyle. The most common form chosen is a tall, slender spider. The eight segmented legs of this aelder rise 10 feet from the ground before slanting back down three feet to support the multifaceted body. The two forward legs end in pointed, serrated segments. Two spinnerets extend from the rear of the spider body.

	Aelder (lesser golem)	Glassine Horror (lesser golem)	Golem, Red (greater golem)	Juggernaut, Hulean (greater golem)
CLIMATE/TERRAIN:	Mountains	Any	Any	Any settled
FREQUENCY:	Rare	Very rare	Very rare	Very rare
ORGANIZATION:	Solitary	Solitary	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any	Any	Any
DIET:	Nil	Nil	Nil	Nil
INTELLIGENCE:	Low (5-7)	Very (11-12)	Semi- (2-4)	Semi- (2-4)
TREASURE:	Nil	Q(x4)	Nil	A (+)
ALIGNMENT:	Neutral	Lawful neutral	Neutral	Neutral
NO. APPEARING:	2	1 (1d6)	1	1
ARMOR CLASS:	3	2	1	0
MOVEMENT:	18	9, Fl 36	6	9
HIT DICE:	9 (60 hp)	8 (60 hp)	18 (90 hp)	30 (150 hp)
THACO:	11	13	3	Special
NO. OF ATTACKS:	2	1	2	1
DAMAGE/ATTACK:	2d6/2d6	2d10	2d12/2d12	10d10
SPECIAL ATTACKS:	Spells	Blinding, spells	Depletes <i>cinnabryl</i>	Crush
SPECIAL DEFENSES:	Near invisibility, spell immunities	See below	Need +2 weapon to hit, spell immunities	Spell immunities, special saves
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil
SIZE:	L (8' tall)	H (see below)	L (12' tall)	G (30'x40'x40')
MORALE:	Fearless (19-20)	Average (8-10)	Fearless (19-20)	Elite (13-14)
XP VALUE:	2,000	4,000	14,000	21,000





Within the icy mountain reaches where the ee'aar make burial sites, the aelder golem is nearly impossible to see. Ranged attacks beyond 20 feet are impossible, and even up close, all opponents suffer a -2 penalty on anything but melee attacks. An aelder attacks with the end segments of its front legs, which act as piercing weapons and can strike targets up to 10 feet away.

Aelder are immune to any spells or spell effects which employ light or a gaze. These golems can invoke each of the spells *color spray*, *dancing lights*, and *hypnotic pattern* three times per day.

The spider golem can actually spin a web of glassteel, which is either applied thickly for concealment or spun so fine and brittle that it is essentially invisible. Attempting to walk through this web shatters it, alerting the aelder of intruders.

Aelder communicate with the ee'aar through a series of shrieks and screeches translatable only by priests. Mythuinn folk are allowed to hide in aelder webs from predators, so long as they do not try to venture farther into the burial site.

Glassine Horror

Another construct of the ee'aar, the glassine horror was an attempt by ee'aar wizards to design a more intelligent golem. They succeeded only too well; the higher Intelligence brought with it a more independent spirit, including an inherent desire for self-preservation.

The glassine horror can assume three different forms. The first, from which it takes its name, is a sheet of crystalline substance with an area between 50 and 100 square feet (thickness varies from 1 to 6 inches). In this inactive state, it rests across a window or doorway until needed or until a trespasser is detected.

The second form is that of a roughly-shaped humanoid figure, approximately 15 feet tall and constructed of a scintillating, gemlike material. As light glistens off the facets, it produces a dazzling effect. All opponents within a 10-foot radius must make a successful saving throw vs. spell or suffer -2 attack penalties. Besides its devastating punch, this form has three magical abilities: *crystalbrittle*; *create sunburst* (as

per *wand of illumination*); and *continual light*. In this form, the glassine horror is immune to any spell effects employing light or electricity.

The third form is a whirling cloud of glistening sand. This cloud can move at a speed of 36 but cannot rise more than five feet above any surface. Any creature caught within this 100 cubic-foot cloud (indicated by a successful attack roll) takes 2d8 points of damage and must make a successful saving throw vs. spell or be blinded for 2d4 turns. This form is immune to all "wind" spells.

Though loyal to its master, the glassine horror also possesses the need for self-preservation. It never fights to its destruction, fleeing if it ever falls below 10% of its starting hit points. As a reward for good service, this golem expects to be given gems, which it can use to heal damage. The glassine horror absorbs them, healing 1 hit point per 50 gp worth of gems. Rest also heals the golem.

Glassine horrors, if commanded by the wizard who created them, are encountered in groups of 1d6 golems. However, most are encountered singly, far from the ee'aar lands. A glassine horror whose master dies is considered a free entity, usually leaving the vicinity. These creatures enjoy working as guards and will serve loyally for the price of a few gems. A glassine horror will adopt a new master with the same guidelines as before: It will not let itself be destroyed, and it expects to be rewarded.

Red Golem

Red golems resemble iron golems, but they are made entirely out of *red steel*. Also, these golems are tougher than the iron golem, while weighing only half as much (about 2500 pounds). These golems understand verbal commands and can even differentiate between opponents, attacking the most threatening one first.

A red golem attacks with two heavy punches (which must be aimed at the same opponent as long as that opponent is still standing). Red golems also radiate an aura that depletes *cinnabryl* within a 10-foot radius. The *cinnabryl* is depleted at a rate of one ounce per round, but this aura does not cause victims to enter





the Time of Loss or Change. While red golems are immune to nonmagical weapons of less than +2 enchantment, weapons of less than +4 enchantment inflict only half damage. Magical electrical attacks merely *slow* red golems for 1d3 rounds, and magical fire actually heals 1 point of damage for each Hit Die of damage it was supposed to inflict. Red golems are immune to all other spells.

Red golems were also imbued with the ability to *taunt* their opponents (as per the wizard spell). When one of these golems is attacked with a nonmagical weapon or a spell that it is immune to, it uses this skill to mock its foes.

Red golems can also *shapechange*. A golem implements this ability only at the command of its master. By using this ability, the creature can alter its size and basic appearance. As its master wishes, the red golem can resemble a human or demi-ogre under a heavy cloak.

Juggernaut, Hulean

In pursuit of the ultimate war machine, the kingdom of Hule devised this juggernaut. Only the wizards of Hule know how this construct is given life.

The Hulean juggernaut is a giant stone building built on a platform with huge, iron-banded wheels. Dimensions vary, but it usually stands about 30 feet wide, 40 feet high, and 40 feet long. Battlements and archer slits are both common features, allowing the juggernaut to carry humanoid soldiers and, thereby, increase its deadly power. Many are also affixed with a battering ram.

In combat, the juggernaut simply rolls over its opponents, crushing even small stone buildings beneath it. The battering ram demolishes things too large to simply roll over. The wide wheelbase allows the juggernaut to attack multiple targets at the same time. Anyone caught in front of this leviathan must make a successful saving throw vs. breath weapon to escape to the side or be crushed. Those inside the juggernaut can still attack those who manage to get out of its way. The juggernaut can stop, turn, or reverse in the space of one round, allowing it to attack creatures on any side from one round to the next.

The Hulean juggernaut is immune to magical and normal fire; *sleep*, *charm*, and *hold* spells; and nonmagical weapons. All of its saves succeed on 4 or better. Hulean juggernauts often have treasure inside them (as one of the safest places to store spoils of war), but the creature must be killed in order to gain

entry. Only its master can command it to allow entrance.

The juggernaut's dependence on its master remains the weak point in its design. While the construct obeys simple verbal commands (like "defend this area," "attack that fortress," or "destroy that army"), it is still answerable only to its creator. If the juggernaut's master is killed, the creature may continue following its last orders indefinitely. Those inside are trapped, and the juggernaut could even turn on its own army now. Outside of Hule, juggernauts are most commonly found among ruins, waiting for further people and objects to crush.

GRUDGLING

CLIMATE/TERRAIN:	Any land
FREQUENCY:	Rare
ORGANIZATION:	Family group
ACTIVITY CYCLE:	Dusk
DIET:	Carnivore
INTELLIGENCE:	Semi- (2-4)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1d4
ARMOR CLASS:	6
MOVEMENT:	12
HIT DICE:	2+2
THACO:	19
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1d2/1d2/1d4
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	S (2'-3' long)
MORALE:	Unsteady (5-7)
XP VALUE:	65 (120 w/Legacy)

These halfling-sized creatures have a combination of feline and human characteristics. Grudglings were originally created to serve as house pets and familiars to rakastas.

Grudglings heads are typically elf, human, or dwarf in appearance, though similarities to other races are not unknown. To most grudgling owners, elven ears and dwarven beards on their pets tend to be favorite features. A grudgling's body resembles that of a large cat, including the natural variations in fur color and thickness. Yellow-orange color and sleek pelts are the most common.





The Red Curse: Not all (about 50%) grudglings gain a Legacy, but those who do always require *cinnabryl* to ward off Affliction. If the grudgling possesses a combat-oriented Legacy, its morale increases to 8. Quite often, its master trains it to attack on command, withholding *cinnabryl* as punishment for fleeing. Even so, only one or two attacks can be expected before the grudgling takes flight.

If the grudgling possesses a Legacy that is not useful to its master, it is often left to fend for itself and perhaps die of the Affliction that follows. The few grudglings that withstand the Affliction are turned out into the wilderness where they lack the skills to survive.

Combat: Grudglings are clumsy, awkward beings until threatened or in some way provoked; even then, their low morale ratings usually send them running. When a grudgling does attack, it drops down to all four legs and springs with feline speed and grace. Their weak claws are little threat, but their large fangs—set in an otherwise humanoid mouth—deliver a nasty bite. When a grudgling has a running start, its ability to quickly change direction grants it an additional -1 Armor Class bonus.

Habitat/Society:

Grudglings were created by a talented—some say insane—rakasta wizard to serve as familiars for the feline humanoids. However, their unsteady morale made them less suitable than desired. Now they survive almost exclusively as pets in rakastan households. Finding a grudgling outside of a rakastan home is very rare, and in the wild rarer still.

Though grudglings have a limited intelligence, these creatures try to assert themselves as being more humanoid than animal, clumsily walking about on their hind legs and using their front paws as hands. These pathetic attempts do appeal to some rakastas, however, who continue to raise and breed them. Despite their delusions, grudglings are almost completely dependent on their rakastan masters.

Ecology: Grudglings able to exist outside of

domestic living are very rare. They invariably possess a Legacy which helps them to survive and are almost always Afflicted due to a lack of *cinnabryl*. These grudglings are often pitiful, intelligent enough to be unhappy with their plight, but not intelligent enough to do anything about it. A few wild grudglings can be found in the vicinity of most large rakastan settlements, living off refuse or begging for scraps.

HERALDIC SERVANT, GENERAL

As a reward for a successful quest, sometimes Immortals bestow a heraldic servant to the head of a deserving noble family or a warrior in their service. The servant is incorporated into the design of the family coat of arms, remaining as part of the inheritance when the original bearer passes away.

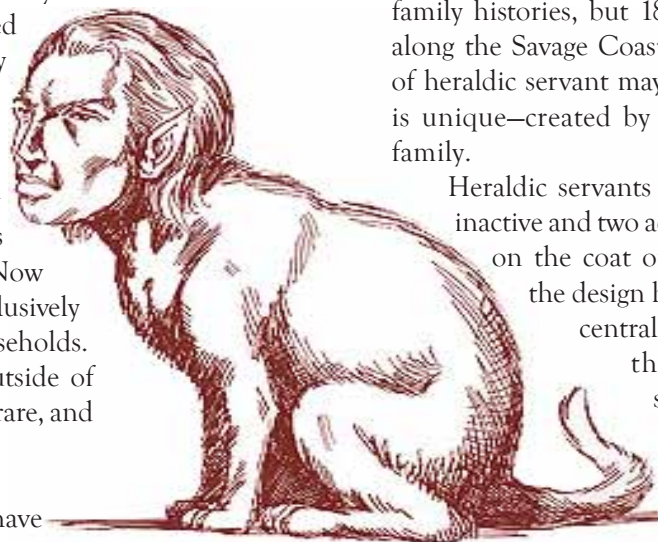
These servants are highly intelligent, bestow special abilities on their bearers, and provide services as required. Twenty-one types of heraldic servants are known to exist. Some are noted only in legends and family histories, but 18 are currently serving bearers along the Savage Coast. More than one of each type of heraldic servant may be reported, but each servant is unique—created by an Immortal for a particular family.

Heraldic servants each possess three forms: one inactive and two active. The inactive form appears

on the coat of arms; it can be worked into the design however a person wishes—as the central element on the shield, part of the crest, or as one of the supporters. For example, the Emperor of Eusdria displays his eagle servant as the main feature on his coat of arms.

The eagle is fully spread out, its wings and tail dividing the field into three areas. Regardless of how many times a servant appears on the coat of arms, only one such creature can be summoned.

The primary active form of the heraldic servant is a man-sized version of the creature (regardless of original size). Perfectly formed, each has abilities and magical powers roughly comparable to their real world equivalents. All heraldic servants possess a High Intelligent or better.





The second active form is a humanoid one, retaining characteristics that relate to the natural form. For example, the humanoid form of the dragon is covered in scales, still possesses deadly claws, and retains facial features consistent with a dragon.

The Red Curse: Heraldic servants never acquire Legacies or become Afflicted.

Combat: Heraldic servants attack with natural weapons when in their true forms. Those who would seem to be out of their element, like the dolphin servant of Savaria's Baroness, are suspended in magical fields that allow them to approximate normal movement. Combat statistics such as AC and hit points never change between natural and humanoid form, but methods of physical attack might. All servants have special magical abilities of some type, from spell immunities to breath weapons; these are available in either form unless otherwise noted.

A heraldic servant will willingly wade into battle if its bearer so orders; if in one of its active forms, the servant automatically moves to defend the bearer unless specifically ordered not to interfere. However, because the heraldic servant is such an immense sign of prestige and because it can be killed, it is usually relegated to the safer activities of heralds or emissaries. Heraldic servants can only be killed when in active form.

Special Abilities: A heraldic servant may be summoned at any time by its rightful bearer. The rightful bearer is the person originally granted the heraldic servant, or the head of the family after the original bearer's passing. If three successive generations prove themselves unworthy according to the judgment of the Immortal, the servant will be taken away and not returned until two successive generations prove their worth.

A heraldic servant also acts as a familiar to its rightful bearer. When the servant is in active form, a telepathic link exists between it and the bearer, extending up to one mile. This link allows them to share thoughts and sensory impressions. The bearer gains the benefits of being one experience level higher in all respects, regardless of character class. The bearer also gains the spell immunities and an equivalent level of magic resistance that the heraldic servant naturally possesses. Other special abilities belonging to heraldic servants are covered in the individual descriptions.

If the servant is in its inactive form, the bearer gains the bonus experience level and magic resistance by personally carrying the coat of arms on which the heraldic servant rests. No other abilities are gained unless specifically mentioned in the individual servant descriptions. No penalties apply if the servant is out of range or the coat of arms is not being carried, but the death of a heraldic servant removes all bonuses and permanently drops the bearer two levels of

	Aurochs	Bear	Bee	Dolphin
CLIMATE/TERRAIN:	Any	Any	Any	Any
FREQUENCY:	Very rare	Very rare	Very rare	Very rare
ORGANIZATION:	Solitary	Solitary	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any	Any	Any
DIET:	Nil	Nil	Nil	Nil
INTELLIGENCE:	High (13-14)	High (13-14)	Exceptional (15-16)	Genius (17-18)
TREASURE:	Nil	Nil	Nil	Nil
ALIGNMENT:	Neutral	Neutral	Neutral	Neutral
NO. APPEARING:	1	1	1	1
ARMOR CLASS:	4	5	5	4
MOVEMENT:	16	12	8, Fl 36 (C)	20, Sw 30
HIT DICE:	7+2	6+6	6+4	4+4
THACO:	13	13	13	15
NO. OF ATTACKS:	1	3	1	1
DAMAGE/ATTACK:	1d6	1d10/1d10/2d8	2d6	2d4
SPECIAL ATTACKS:	Charge	Hold person, hug	Poison sting, fear	Spells
SPECIAL DEFENSES:	Spell immunity	Spell immunity	Nil	Special saves
MAGIC RESISTANCE:	25%	20%	35%	15%
SIZE:	M (4' long)	M (6 1/2' tall)	M (5' long)	M (5' long)
MORALE:	Champion (15-16)	Fearless (19-20)	Champion (15-16)	Fearless (19-20)
XP VALUE:	3,000	3,000	3,000	3,000



experience. A deceased servant is withheld until that bearer passes on and a new generation assumes control of the family line, at which time it returns, appearing at the deathbed.

Habitat/Society: The heraldic servant is devoted to its bearer. They never entertain notions of freedom or treachery, and their alignments will either remain neutral or match those of the bearers. The creatures prefer their natural forms, but hold no resentment at being forced to become humanoid. Heraldic servants are magical creatures, requiring no food or sleep. A heraldic servant does not normally collect treasure, though it might be carrying valuables belonging to its bearer, and it never gains experience. A servant could appear in any climate or terrain, though bearers rarely allow their servants to range very far.

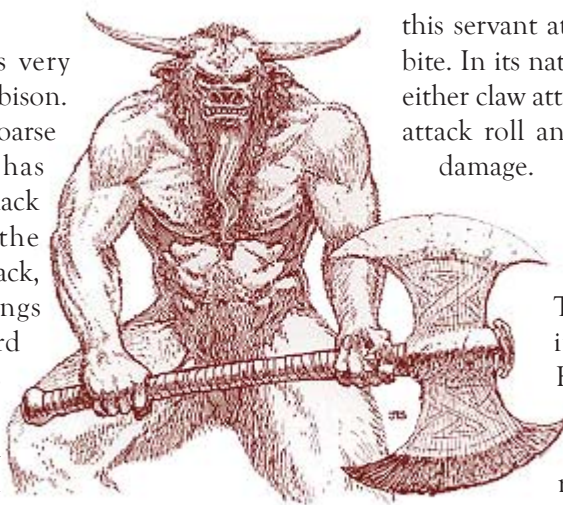
When taking on an active form, the heraldic servant seems to emerge directly from its position on the coat of arms. When returning, the servant must touch the coat of arms it is to become part of. In this manner, the servant may be transferred to a new coat of arms.

Aurochs

The aurochs looks very much like a buffalo or bison. Its body is covered in coarse brown hair, and it has horns and close-set, black eyes. The head of the beast is covered in black, shaggy hair that hangs down in a thick beard across its chest. Its humanoid form looks very much like a minotaur, only with aurochs coloring.

The aurochs attacks using its horns. With a running start, it can charge for double damage (2d6). On a successful charge, it also gains a trampling attack, which inflicts another 2d4 points of damage (with another successful attack roll). Trample victims who have not already attacked lose their initiative that round.

As a humanoid, the aurochs servant carries a large halberd, and it fights as a 7th-level warrior with a +2 damage bonus. It can also choose to use a halberd, battle axe, or lance (even a magical one) if given one by its master. Whatever weapon it holds when reverting to natural form is the weapon it will possess the next time it becomes a humanoid. The head of the aurochs



is considered to have an AC of 0, and the creature is immune to any mind-affecting spells.

Baron Calturix of Nemausa is the only known bearer of the aurochs servant, though many consider him unworthy. In addition to the normal shared abilities, the bearer of an aurochs servant also gains a +2 damage bonus with each of the three weapons listed while in telepathic contact with the heraldic servant.

Bear

The bear servant is covered in dark brown fur with light brown highlights around its eyes and paws. It typically walks upright, especially in combat, but can drop down to all fours for a better movement rate (18). Its humanoid form is not so very different; it becomes a tall, stocky human with the pinched face of a bear, claws for hands, and a light covering of fur over its body. The humanoid form gains a normal movement rate of 18.

This creature possesses an 18/00 Strength and has razor sharp teeth, which together account for its ability to inflict massive amounts of damage. In both forms, this servant attacks with its front claws and a vicious bite. In its natural form, the bear can attempt a hug if either claw attack hits. This attack requires a successful attack roll and inflicts an additional 2d8 points of damage.

Three times per day, the bear can *hold person* as per the 2nd-level priest spell. This heraldic servant is also completely immune to all *charm* and *hold* spells. However, it is strangely susceptible to the *sleep* spell; if it fails a magic resistance check against this spell, the bear must return to its coat of arms (by normal travel) and spend one turn in its inactive form.

The only known bearer of this heraldic servant is the Count of Harstal. When carrying the coat of arms as a shield, the bearer gains an 18/00 Strength unless the creature is active and more than one mile away. The bearer does not gain the ability to *hold person* or the susceptibility to *sleep*, but all other magical defenses do apply.

Bee

This creature looks like a man-sized bumblebee. Its body has two segments, the thorax supporting six large legs and a pair of wings with an 8-foot wingspan. The





abdomen, which boasts the creature's large stinger, is much larger. The head has two manipulative feelers near its mouth and large, multifaceted eyes. Short, yellow, bristly hair covers most of the body, but the lower abdomen is striped with thick bands of yellow and black.

In humanoid form, the creature retains the wings and multifaceted eyes (movement rate now becomes 18, Fl 24 C). Otherwise, it appears human except for yellow and black striped, bristly hair. In both forms, the bee possesses 90-foot infravision.

In combat, the bee servant can sting for 2d6 points of damage. The victim must attempt a saving throw vs. poison with a -2 penalty. Success means the victim takes only another 2d6 points of damage. A failed saving throw indicates that the victim is paralyzed for one round and takes an additional 5d4 points of damage. The bee also has a 10-foot *aura of fear* that affects only its opponents.

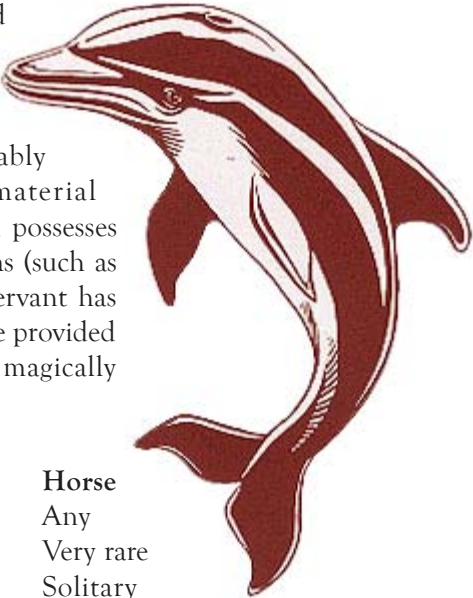
In humanoid form the bee servant loses its stinger but can attempt to touch an opponent, thereby inflicting the poison effect. The bee in humanoid form can also wield a dagger with proficiency.

Magus Rex, Wizard King of Herath is the only known bearer of this heraldic servant. The bee does not impart the power of flight to its bearer. However, while in telepathic contact with the servant or carrying the coat of arms with the inactive servant inside, the bearer can use the poison touch at half damage three times per day and the fear aura once per day.

Dolphin

As one would expect, this heraldic servant looks like a large dolphin with tough, blue-gray skin, a white underbelly, and some light blue streaks along its sides. It can move with incredible speed, hovering a few feet off the ground and propelling itself as if swimming. In humanoid form, it appears mostly human with webbed fingers and toes, gills just under the jaw line, blue-gray skin, and no body hair. As a humanoid, its movement rate is reduced to 18 and its swimming ability to 16. The dolphin servant can still communicate with other dolphins while in this humanoid form.

The dolphin servant is a spellcaster, able to work magic as an 8th-level wizard regardless of active form. In its natural state it cannot use spells which require material components, but flipper motions and dolphin speech suffice for the somatic and verbal components. As a humanoid it is suitably robed, can carry material components, and often possesses two minor magical items (such as wands). The dolphin servant has no spell book but can be provided with one that will be magically



	Dragon	Eagle	Griffon	Horse
CLIMATE/TERRAIN:	Any	Any	Any	Any
FREQUENCY:	Very rare	Very rare	Very rare	Very rare
ORGANIZATION:	Solitary	Solitary	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any	Any	Any
DIET:	Nil	Nil	Nil	Nil
INTELLIGENCE:	High (13-14)	Exceptional (15-16)	Exceptional (15-16)	High (13-14)
TREASURE:	Nil	Nil	Nil	Nil
ALIGNMENT:	Neutral	Neutral	Neutral	Neutral
NO. APPEARING:	1	1	1	1
ARMOR CLASS:	0	6	3	6
MOVEMENT:	12, Fl 30 (C)	6, Fl 48 (C)	12, Fl 30 (C)	16, Fl 16 (C)
HIT DICE:	7+7	5+2	7+2	5+2
THACO:	13	15	13	15
NO. OF ATTACKS:	3	3	3	3
DAMAGE/ATTACK:	1d10/1d10/3d6	1d8/1d8/2d6	1d4+1/1d4+1/2d8	1d8/1d8/1d6
SPECIAL ATTACKS:	Breath weapon, tail	Dive	Spell effects	Kick
SPECIAL DEFENSES:	Nil	Majestic aura	Need+1 weapon to hit	Regeneration
MAGIC RESISTANCE:	15%	30%	25%	30%
SIZE:	M (6' tall)	M (6' tall)	M (7' long)	M (6 1/2' long)
MORALE:	Champion (15-16)	Fanatic (17-18)	Fearless (19-20)	Fanatic (17-18)
XP VALUE:	6,000	2,000	4,000	2,000



absorbed when transforming into its natural form.

The dolphin servant uses a hard-hitting ram attack in its natural form. As a humanoid, it can wield any weapon available to the wizard class but retains a THACO of 15. This creature makes all saving throws as if it were an 8th-level wizard.

The Baroness of Savaria is the dolphin servant's only known bearer. While in contact with the heraldic servant or carrying the coat of arms, bearers gain the creature's saving throws (if better than the ones they already have). While in telepathic contact, the bearer can also breathe water and cast any 1st-level spells known by the dolphin servant.

Dragon

This heraldic servant is a small dragon, standing six feet tall. This servant has iridescent green scales and the usual dragon features, including a large set of leathery wings.

As a humanoid, the dragon loses the wings, tail, and much of its mass. It is still covered in scales and possesses vicious, clawlike hands; bright, amber eyes; and an extended mouth filled with sharp teeth.

Similar to a regular dragon, the dragon servant attacks with its claws and teeth. It can tail slap anyone standing behind it for 2d6 points of damage, and three times a day, it can let loose a fiery breath weapon, inflicting 6d8 points of damage. The breath weapon is made in lieu of physical attacks and is also available in humanoid form. As a humanoid, the dragon servant fights as an 8th-level fighter, relying on its natural weapons (which are now reduced to 1d6/1d6/2d6) or wielding a two-handed sword. If desired, the dragon servant arrives with a +1/+3 *two-handed sword*, which is absorbed when it takes dragon form.

The only known bearer of the dragon servant is the King of Robrenn, who allows the dragon to spend a lot of time in natural form. The dragon servant is perhaps the most prestigious of the heraldic servants, truly rivaled only by the unicorn and the phoenix. The bearer of this servant gains two levels of experience instead of one and is immune to fire-based attacks when telepathically linked to the dragon.

Eagle

The eagle servant stands as tall as a man, with a wingspan of over 15 feet. The feathers are all dark brown with the hint of gold at their very tip, except for the snow-white head. The eagle servant's strong beak and claws can actually puncture plate-mail armor. In humanoid

form, this servant could be mistaken for an ee'aar; it has a humanoid body with white feathers for hair, taloned feet, and two dark gold wings folded back behind it. In humanoid form, the servant's movement rate becomes 18/40 (B).

The eagle servant attacks with both its claws and beak. If it dives more than 50 feet to attack, it gains a +4 bonus to its attack roll and doubles its claw damage. These servants have exceptional eyesight and cannot be surprised except at night or in their lairs (1 in 10 chance). This heraldic servant radiates a *majestic aura* while in its natural form; opponents must make a successful saving throw vs. spell with a -2 penalty or be unable to harm it in any way. This saving throw must be made before every attack. However, if the eagle servant is attacking the opponent directly, the aura has no effect; the servant loses this aura when in humanoid form. As a humanoid, the eagle servant attacks with a long sword as a 5th-level fighter, or it can use its claws for 1d6 points of damage each. If diving, it still gains double damage for claw attacks.

The Emperor of Eusdria is the bearer of this heraldic servant. Bearers gain the superior eyesight (treat as *eyes of the eagle*), and 3 times a day, they can invoke *majestic aura* for 1 round. To gain either of these, the bearer must either be in telepathic link or carrying the coat of arms which contains the inactive eagle servant.





Griffon

Griffons are known as much for their fierce and tenacious approach to combat as they are for their haughty attitude; the griffon servant is no exception. Griffons possess characteristics from two different animals, both majestic in their own right. The griffon servant has the lower body of a lion, with powerful rear legs and a tail, all covered in dusky yellow fur. Its upper body is that of an eagle, including a powerful beak and a large set of wings. This servant stands seven feet tall, large enough to carry a rider (speed 15, maneuverability class D). Its humanoid form is several hundred pounds lighter and walks upright. Movement rate for the humanoid form is 16/30 (C).

The griffon has superior smell and sight, allowing it to generally identify other creatures up to a mile away. Once in combat, the griffon does not stop until it or its opponent lies dead, or until its bearer calls it back. The griffon usually attacks from the sky, making a raking pass with its claws before landing and attacking with its beak and both claws. Only a +1 magical weapon or better can damage this heraldic servant.

The creature can *enlarge* as per the spell (but with double duration and the ability to carry a rider at full movement). It may also use *whispering wind* and call upon a *gust of wind*, each three times per day. The humanoid form gets these same abilities.

There are two known bearers of the griffon: the Margrave of Zvornik and the Duke of Pachester. Both

use the griffin as a ceremonial steed, decked out in gems and jewelry. The Duke has also outfitted his with a magical saddle and harness that allows a better maneuverability class (B or C depending). Bearers of this servant can only be hit by magical weapons while in telepathic contact with the griffon.

Horse

These heraldic servants are either the darkest black or the purest white. Though they are small for horses, humanoids around five feet tall or less can ride them with no difficulty. In humanoid form, they appear as white- or black-skinned humans, with a thin mane of long hair running from the brow to the base of the neck in the place of regular hair.

The heraldic horse fights as a warhorse would; as its rider attacks, it is able to rear up and use its teeth and front hooves. On any round it does not make a frontal attack, the horse servant can also kick any opponent standing behind it, inflicting 2d8 points of damage. In the servant's humanoid form, it magically produces a common, double-headed mace, fighting as a 5th-level warrior.

This heraldic servant possesses a magical form of flight, walking or galloping into the air as it would higher ground. The horse's flight works only while being ridden by its bearer, who must telepathically command it to do this. In both forms, the horse

	Lion	Phoenix	Ram	Rooster
CLIMATE/TERRAIN:	Any	Any	Any	Any
FREQUENCY:	Very rare	Very rare	Very rare	Very rare
ORGANIZATION:	Solitary	Solitary	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any	Any	Any
DIET:	Nil	Nil	Nil	Nil
INTELLIGENCE:	Exceptional (15-16)	High (13-14)	Exceptional (15-16)	Genius (17-18)
TREASURE:	Nil	Nil	Nil	Nil
ALIGNMENT:	Neutral	Neutral	Neutral	Neutral
NO. APPEARING:	1	1	1	1
ARMOR CLASS:	6	-3	6	7
MOVEMENT:	18	8, Fl 48 (C)	16	16, Fl 12 (D)
HIT DICE:	6+3	8+3	5+4	4+3
THACO:	13	11	15	15
NO. OF ATTACKS:	3	3	4	1
DAMAGE/ATTACK:	1d4+2/1d4+2/1d10	1d10/1d10/2d8	2d4/2d4/2d4/2d4	2d6
SPECIAL ATTACKS:	Eviscerate, roar	Immolation	Head-butt	Crow
SPECIAL DEFENSES:	Surprised only on 1	Regeneration	Immune to blunt weapons	Special saves
MAGIC RESISTANCE:	20%	20%	30%	35%
SIZE:	M (6' long)	M (5' tall)	M (6' long)	M (5' tall)
MORALE:	Champion (15-16)	Fearless (19-20)	Fanatic (17-18)	Champion (15-16)
XP VALUE:	3,000	7,000	2,000	2,000





servant regenerates 1 hit point per round, but acid and fire inflict permanent damage, which must be healed by magical methods. The horse servant may wear barding to improve its armor class, which will magically change to fit its humanoid form.

The only known bearers of this heraldic servant are the Duke of Cimarron and the Baron of Mohesia. Bearers of the horse servant receive the regenerative ability while in telepathic contact with the creature.

Lion

This servant is a fairly large version of a common lion, with dusky yellow fur, great claws, and a mouth full of sharp teeth. The male lion servant possesses a large mane of reddish-brown hair, but the female does not. In its humanoid form, this servant looks very much like a rakasta, with slightly more pronounced claws and a face that shows the strong characteristics of a lion.

This servant is a very alert creature and is able to move fairly stealthily, even through a battlefield. It is only surprised on a roll of 1, and it possesses the ability to move silently (75%) as per the thief ability. Striking from stealth when possible, it attacks with both a bite and its front claws. If both claw attacks are successful during the same round, the lion servant eviscerates its victim, leaping on and digging in with its powerful rear claws (additional 2d12 points of damage on a successful attack roll).

Once per turn, the lion produces a magical roar, stunning any opponent within 10 yards for 1d4 rounds unless a successful saving throw vs. paralyzation is made. The roar can be made with the lion's other attacks in place of the bite. In humanoid form, the servant possesses the same combat abilities except for the eviscerate, but it can wear armor.

The Queen of Bellayne, the Lord Governor of Leãoça, and the Margrave of Hojah are all known bearers of this heraldic servant. Bearers in telepathic contact with the servant may act as if influenced by a *potion of super-heroism* three times per day. If carrying the coat of arms in battle and the servant is within one mile, all troops and allies fight with a +2 bonus to their morale.

Phoenix

This heraldic servant appears as a bird with beautiful violet, scarlet, crimson, and orange plumage. It has gemlike talons and a beak of sapphire blue, and its

eyes glow a deep ruby. In humanoid form, its body is distinguished by winged arms which end in raking claws, a face with blue-gem beak, and ruby eyes. Its hair and wings retain their bright and violent colors. As a humanoid, its movement rate is 18/24 (B).

The phoenix attacks with talons and beak unless on the ground, in which case only the beak can hit. In humanoid form, the phoenix can fight with all three attacks.

Five times per day, regardless of form, this heraldic servant can forgo attacks and burst into living flame for one round. Anyone standing within 10 feet must make a successful saving throw vs. breath weapon or suffer the full effects of an 8d6 fireball; a successful save indicates

half damage. Also, the phoenix servant regenerates 3 hit points per round as per troll regeneration (which means it can rise even after being slain). The phoenix is immune to fire-based attacks, but anything else can "kill" it, turning it to ashes. If a *limited wish* or *destruct* spell is not cast within one turn, the servant rises from the ashes as a bird of living flame (this free use of the power is not counted against the five) with whatever hit points it has recovered.

The Priest-King of Eshu (ruler of the enduks) is the bearer of the phoenix servant. Bearers gain two levels of experience instead of one while in contact with the servant. However, if the phoenix is slain and prevented from resurrecting, the bearer permanently loses four experience levels.

Ram

The ram servant appears as a larger form of the mountain ram, with shaggy hair and a set of large horns. In its humanoid form, it is often mistaken for a goatman, with the shaggy hair, lower hooves, and head of its original form. Only the hands turn truly humanoid in form. The creature may move over rough





or broken terrain at full movement regardless of form.

In its natural form, the ram attacks with a headbutt, and with a running start, it may inflict double damage (2d8). However, unless otherwise instructed this heraldic servant automatically adopts humanoid form for combat. As a humanoid, it attacks with a double-headed mace in each hand, giving it four attacks, each inflicting 2d4 points of damage. The servant automatically produces these weapons, reabsorbing them when shifting to natural form. It may wear armor, which must be acquired from its bearer; this can also be absorbed when changing form. In either form, the creature is immune to all magical and nonmagical, blunt weapons.

The Baron of Sedhuen is the only known bearer of this heraldic servant. The bearer shares the immunity to all blunt weapons if in contact with the servant or carrying the coat of arms which holds the inactive servant.

Rooster

This servant is simply the man-sized equivalent of the common barnyard animal, standing five feet tall. It can fly for only one round, after which it must remain on the ground for one round. In humanoid form, the servant appears as a red-haired, ruddy-faced

human with only its pure black eyes and taloned feet giving it away. The humanoid form loses the power of flight, but it can jump up to 6 feet vertically and 12 feet horizontally.

The natural form of this heraldic servant only has one physical attack: its beak. It usually relies on its *crow*, which can imitate the effects of the following wizard spells: *feather fall*, *deafness*, *dispel magic*, *shout*, *chaos*, *conjure animals*, and *power word stun*. Each of these can be used once per day and do not require actual casting. The servant is considered a 12th-level wizard for purposes of determining any variable effects.

In humanoid form, the servant can carry a dagger, attacking with a THACO of 15, but it cannot wear armor. It also retains its *crow*. In both forms, this heraldic servant is immune to illusions, and it saves against all other magical attacks as a 12th-level wizard.

The rooster servant's only known bearer is the Count of Suerba. Its bearers gains the immunity against illusion and the special saves (unless theirs are better).



	Sea Horse	Sea Lion	Stag	Swan (black)
CLIMATE/TERRAIN:	Any	Any	Any	Any
FREQUENCY:	Very rare	Very rare	Very rare	Very rare
ORGANIZATION:	Solitary	Solitary	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any	Any	Any
DIET:	Nil	Nil	Nil	Nil
INTELLIGENCE:	High (13-14)	High (13-14)	High (13-14)	Exceptional (15-16)
TREASURE:	Nil	Nil	Nil	Nil
ALIGNMENT:	Neutral	Neutral	Neutral	Neutral
NO. APPEARING:	1	1	1	1
ARMOR CLASS:	2	5/3	6	7
MOVEMENT:	11, Sw 21	8, Sw 18	21	6, Fl 18 (C)
HIT DICE:	4+3	6+6	6+3	4+4
THACO:	15	13	13	15
NO. OF ATTACKS:	2	3	1	1
DAMAGE/ATTACK:	1d4+1/2d4	2d4/2d4/2d6	4d6	1d6
SPECIAL ATTACKS:	Nil	Maul, roar	Charge	Charm, command
SPECIAL DEFENSES:	Fire shield (cold)	Nil	Protection from missiles	Need +1 weapon to hit
MAGIC RESISTANCE:	30%	20%	35%	40%
SIZE:	M (6' long)	M (5' long)	M (6' long)	M (5' tall)
MORALE:	Champion (15-16)	Fanatic (17-18)	Champion (15-16)	Champion (15-16)
XP VALUE:	2,000	3,000	3,000	2,000



Sea Horse

The sea horse is an aquatic animal with an equine head and a long, curled tail. They swim with a rocking motion as the tail straightens and then snaps back to provide thrust. Like the dolphin, this servant is suspended in a magical field when summoned on land, allowing it to swim in the air but never rising more than a few feet above the ground. The sea horse servant is covered in scaly plates that acts as field-plate armor. They can be any combination of brown or green.

As a humanoid, this heraldic servant retains the natural armor scales and its color. The fingers and toes are webbed (new movement rate of 16/16), gills adorn its throat, and it has a mane of stringy hair. This creature possesses 120-foot infravision.

In its natural form, the sea horse servant attacks with a head-butt and a heavy tail slap; in humanoid form it attacks with its fists, which each inflict 1d4 points of damage. In either form, the heraldic servant can generate a *fire shield (cold)* as per the 4th-level wizard spell. Three times per day the creature can *polymorph self*, also as per the 4th-level wizard spell, into any man-sized nonmagical creature known to it or its bearer, then attacking with that creature's natural weapons. Each change lasts for up to one hour.

The only known bearer of this heraldic servant is the Lord Governor of Tartaruga. The bearer gains 120-foot infravision and the ability to generate a *fire shield (cold)* at will, provided the bearer is in contact with the servant.

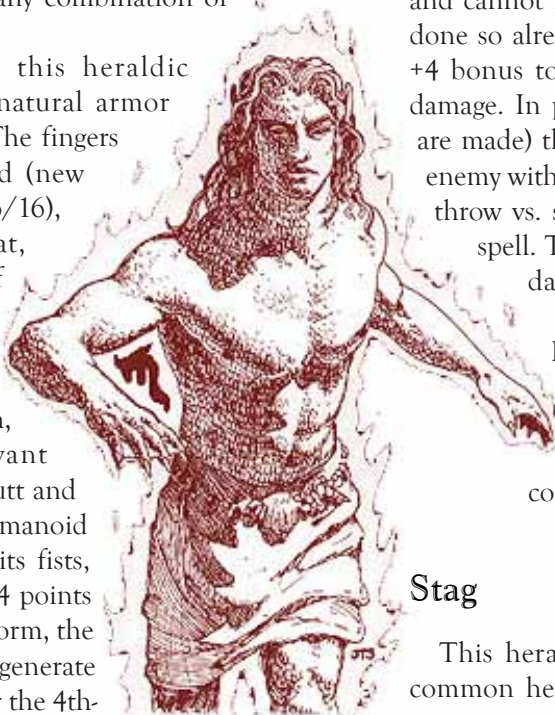
Sea Lion

This servant has the head and forepaws of a lion, and the body and tail of a fish. Like other aquatic servants, the sea lion gains the power of basic flight when traveling out of the water. It still moves by the thrust of its powerful tail, hovering a few feet in the air, but at a slower rate. In humanoid form, the sea lion servant looks the same as in its natural form

except for large, webbed rear feet and gills located behind the ears. Its movement rate in this form is 12/8.

The Armor Class of the sea lion servant is considered AC 5 for the head and AC 3 for its scaly hide (except under special circumstances, all attacks hit the body). Its humanoid form possesses AC 5 and can wear armor. In combat, the sea lion attacks with claws and fangs. If both claws successfully strike an opponent in any round, that victim has been mauled and cannot make an attack that round if he has not done so already. When mauling, the sea lion gains a +4 bonus to its bite attack roll and inflicts double damage. In place of a bite (declared before any rolls are made) the sea lion can roar. If this happens, any enemy within 20 yards must make a successful saving throw vs. spell or be under the influence of a *fear* spell. The roar can be used only three times per day.

The bearer of the sea lion servant is the Lord Governor of Da Presa. If in contact or carrying the coat of arms with the inactive servant, the bearer gains the benefits of a *potion of heroism* when in combat and can breathe water.



Stag

This heraldic servant is a deadly version of the common herd animal. Though smaller, it possesses an impressive array of antlers actually edged and tipped with sharpened glassteel. In humanoid form, the stag servant appears fully human except for short, dark brown fur and a ridge of bone where its antlers would normally be. The humanoid version is very stocky and muscular.

The stag normally attacks with its antlers; if it charges, it inflicts double damage—which will kill most creatures. As a humanoid, the stag carries two *glassteel short swords +1* (these are a part of the servant and cannot be separated from it), attacking twice per round with each one. It also has a +1 damage bonus due to strength, giving it four attacks at 1d6+2 points of damage each. Unfortunately, it cannot wear armor without losing two of these attacks, but magical protection is allowed. In both active forms, the stag always has *protection from normal missiles*.

The bearer of this heraldic servant is the Countess of Morguen. A bearer who is in contact with the servant or carrying the coat of arms with the inactive servant gains the *protection from normal missiles* and the +1 damage bonus.



Swan, Black

This beautiful creature has glossy black feathers and a golden beak. It is very poised and graceful. Its humanoid form is always female—with enthralling, elven features; long black hair; dark eyes; and a beautifully feathered cloak. In this form, the servant still retains the power of flight as per the *fly* spell, which changes maneuverability to class A.

At will, the swan can exert a special *charm* ability on any person (once per day per person). All

victims must make a successful saving throw vs. breath weapon to avoid being charmed; no creatures are immune to this (except Immortals). Magic resistance is merely added as a modifier to the saving throw: +1 bonus for every 10% resistance or fraction thereof. Total immunity to



charm grants a +10 bonus. However, a roll of 1 always fails, no matter how many modifiers the person has. Once charmed, opponents can do nothing to harm the swan or its bearer. Those who successfully resist still require a +1 weapon or better to hit.

The swan can also direct a mental *command* (as per the 1st-level priest spell) at anyone already charmed. If the command word inspires negative emotion (such as “die,” “surrender,” “leave,” etc.), the victim can attempt another saving throw to escape the effects of the *charm*. The humanoid form of this servant possesses the same powers and carries a dagger for physical defense.

The Count of Enom is the only known bearer of the black swan. If in contact with the servant, bearers gain the same protection against weapons of less than +1 enchantment and, three times a day, may *fly* as per the spell. Legends mention a white swan heraldic servant that has similar powers, but uses *suggestion* rather than *command*, so as not to inspire feelings of rejection.

Talbot

This heraldic servant looks like a large dog with a smooth white coat, a broad mouth, and huge pendulous ears. It moves rather awkwardly but is actually quite strong and fast. Many people wrongly

	Talbot	Tyger	Unicorn	Wyvern
CLIMATE/TERRAIN:	Any	Any	Any	Any
FREQUENCY:	Very rare	Very rare	Very rare	Very rare
ORGANIZATION:	Solitary	Solitary	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any	Any	Any
DIET:	Nil	Nil	Nil	Nil
INTELLIGENCE:	High (13-14)	High (13-14)	Exceptional (15-16)	High (13-14)
TREASURE:	Nil	Nil	Nil	Nil
ALIGNMENT:	Neutral	Neutral	Neutral	Neutral
NO. APPEARING:	1	1	1	1
ARMOR CLASS:	6	6	2	3
MOVEMENT:	24	12	24	6, Fl 24 (D)
HIT DICE:	6+2	8+1	6+6	7+7
THACO:	15	13	13	13
NO. OF ATTACKS:	1	3	3	2
DAMAGE/ATTACK:	2d4	1d4/1d4/1d10	1d6/1d6/1d12	2d8/2d3
SPECIAL ATTACKS:	Nil	Rear claw	Charge, dispel magic	Poison, stealth
SPECIAL DEFENSES:	Invisible at will	20% attack evasion	Special saves	Nil
MAGIC RESISTANCE:	25%	Nil	15%	20%
SIZE:	M (5' long)	L (9' long)	M (6' long)	M (6' long)
MORALE:	Fanatic (17-18)	Elite (13-14)	Fearless (19-20)	Champion (15-16)
XP VALUE:	1,400	3,000	5,000	4,000



identify this heraldic servant's humanoid form as a lupin. It has the same general build and characteristics, but with white hair, floppy ears, and a slightly more canine face.

The talbot possesses superior senses of hearing and smell, which it can use to track enemies. It also can turn invisible at will, allowing it to attack with almost guaranteed surprise (+3 bonus). In its natural state, its bite inflicts 2d4 points of damage.

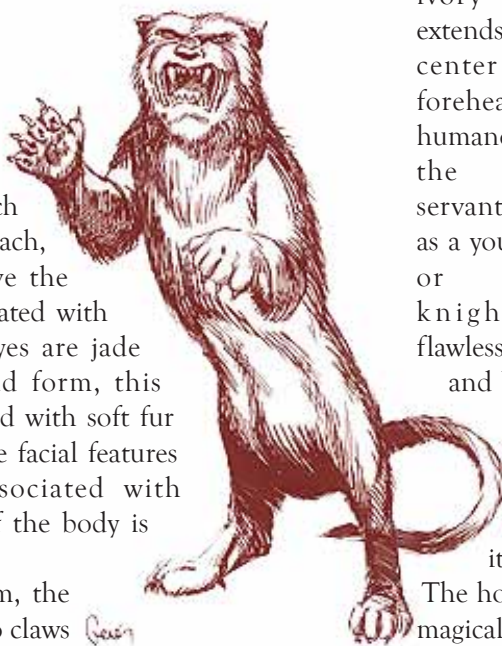
As a humanoid, the talbot has all the skills of a 6th-level ranger and can use any ranger weapon with proficiency. It must be outfitted by its bearer, but afterwards, it can absorb the gear when changing to its natural form. It retains its keen senses and the ability to turn invisible when operating as a ranger.

The talbot has several known bearers: the King of Renardy, the Duke of Ysembragne, the Baron of Brégoigne, and the Countess of Marmandy. Bearers gain the servant's keen senses and may turn invisible (three times per day) if in contact with the servant. If in telepathic contact or carrying the coat of arms with the inactive servant, the bearers also gain the ranger bonuses against giant-class creatures.

Tyger

The tyger servant has a dark orange pelt of long, soft fur, which is lighter on its stomach, but it does not have the stripes usually associated with regular tigers. Its eyes are jade green. In humanoid form, this servant is still covered with soft fur and retains the feline facial features that are often associated with rakastas. The rest of the body is fully humanoid.

In its natural form, the tyger attacks with two claws and a bite. If both front claw attacks succeed, the tyger may also attempt a rear claw attack. This special attack inflicts 2d6 for each claw. Uniquely, this servant has the ability to evade any attacks (even spells) that are not area affecting. It has a base 20% chance to do this, but it must not attack before its opponents. If successful, the tyger takes no damage and can still attack that round. If the attempt is unsuccessful, the tyger takes the damage inflicted and loses all attacks for that round. This ability is also used by the humanoid form, which uses



fighting methods similar to those of far eastern monks. The servant can attack twice with each hand for 1d6 points of damage each, and may attempt to disarm its opponent (same chance as evade, but requires initiative and a successful attack roll).

No bearers of the tyger servant are known at this time. Bearers would receive the servant's ability to evade only if in telepathic contact with the tyger.

Unicorn

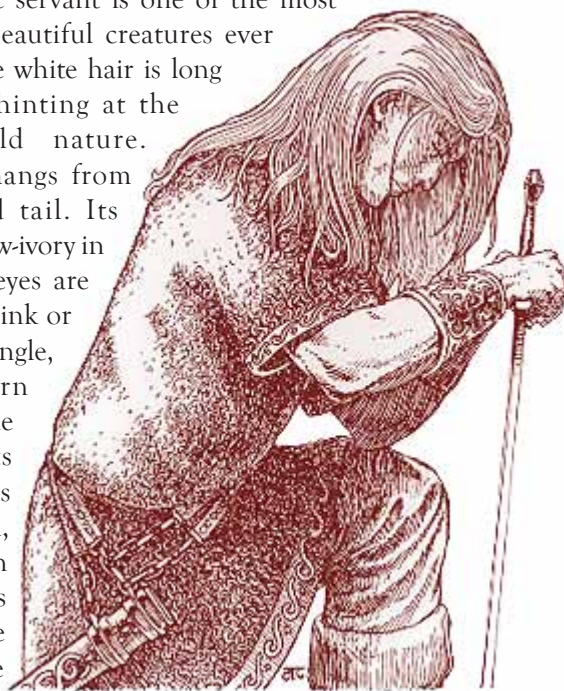
This heraldic servant is one of the most fantastic and beautiful creatures ever known. Its pure white hair is long and flowing, hinting at the unicorn's wild nature.

Golden hair hangs from the mane and tail. Its hooves are yellow-ivory in color, and its eyes are usually a fiery pink or deep blue. A single, ivory horn extends from the center of its forehead. In its humanoid form, the unicorn servant appears as a young male or female knight—with flawless, snow-white skin, long white or golden hair, and blue or pink eyes.

The unicorn servant can sense a true enemy from 240 yards away. It attacks with forward hooves and its horn. With 30 feet of running room, it can charge in, attacking only with its horn but inflicting 3d12 points of damage. The horn always has a +2 attack bonus because of its magical nature.

The unicorn servant is immune to *charm* and *hold* magic and poison; it makes all other saves as an 11th-level wizard. The touch of a unicorn servant's horn acts as a *dispel magic* cast by an 11th-level wizard. Its humanoid form retains all the immunities and special saves.

This servant's humanoid form always appears dressed in immaculate, white chain mail, granting it an Armor Class of 3. If taken off, the armor disappears, and the servant must assume its natural form for one full turn before it can reappear in the chain mail. The





humanoid servant also wields a +2 *long sword* with which it can attack twice each round. The sword has the same *dispel magic* power as the horn.

There are no known bearers of the unicorn heraldic servant. Legends indicate that this servant is always given to an elf or human maiden of fair and just reputation. If in contact with the unicorn, a bearer receives the servant's spell immunities and the ability to sense a true enemy.

Wyvern

The wyvern servant measures about six feet long, not counting its additional six-foot tail. It has a serpentine body covered in grayish scales and a head resembling that of a dragon. Unlike the dragon, it only has only the two hind feet. Two leathery, batlike wings extend from its back, and its tail ends in a deadly stinger. The wyvern servant communicates with hisses and deep-throated growls in its natural form.

As a humanoid, the wyvern looks much like a lizardman, losing the wings but keeping its basic features and coloration (movement rate of 18). Unlike all other heraldic servants, the wyvern cannot speak even in humanoid form; in both forms, telepathic communication is possible with its bearer, however.

The wyvern attacks with a vicious bite and its stinger, which inflicts type F poison. Those stung must make a successful saving throw vs. poison or die; even if successful, they still take 2d3 points of damage. The wyvern prefers to attack from the air, gliding in and imposing a -2 surprise penalty on its victim. In humanoid form, the wyvern loses the power of flight, but it gains two claw attacks, which each inflict 1d6 points of damage.

The Margrave of Slagovich is the only known bearer of the wyvern heraldic servant. Bearers gain the ability to *poison*, as per the priest spell (reverse of *neutralize poison*), three times a day. They do not have to be in telepathic contact or carrying the coat of arms for this ability.

HERMIT, SEA

CLIMATE/TERRAIN:	Any coastal
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Genius (17-18)
TREASURE:	H
ALIGNMENT:	Neutral evil
NO. APPEARING:	1
ARMOR CLASS:	0 (3)
MOVEMENT:	6, Sw 12
HIT DICE:	10+5
THAC0:	9
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	2d8/2d8
SPECIAL ATTACKS:	Spell use
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	15%
SIZE:	G (40' long)
MORALE:	Champion (15-16)
XP VALUE:	8,000

The sea hermit poses a very significant danger to the unwary. This creature appears to be nothing more than a lonely, benevolent person living in a huge shell on a deserted beach. It can appear as a human, turtle, lupin, etc., acting the role of a recluse happy to have visitors. It will offer travelers shelter within its shell-home. Surprisingly, the shell is indeed large enough, a majestic form spiraling upward into a small tower roughly 20 feet in diameter at the base and rising 30 feet high. This shell is usually white with deep blue and red markings.

This large shell is truly the creature's natural home. The sea hermit is actually a creature of the deep—a powerful being from an underwater kingdom who is studying the surface world. It is also a shapechanger.

Its natural form is very similar to that of a giant hermit crab. In this natural state, it is 10 feet wide and almost 40 feet long. Large arms ending in huge pincers extend from its body near the front. Its large, black eyes are on stalks, which can be pulled into armored niches for protection, and its two pairs of large feelers can sense heat, motion, and sound. The creature's body is naturally armored in a dark red shell, and it has six skinny legs that extend out of the secondary shell to help pull it along the sea bottom and actually allow it to swim, dragging the majestic shell along behind it.

The sea hermit can speak several of the Savage Coast



languages. It can also communicate with most intelligent, sea-dwelling creatures.

The Red Curse: Sea hermits never gain Legacies, so they do not require *cinnabryl*.



Combat: The sea hermit rarely attacks while in humanoid form.

Occasionally, if it has lured people into its shell, it might attack while they sleep.

Normally it prefers

to capture specimens

l i v e .

While in

humanoid

form, the

sea hermit

possesses

the natural

AC of that

form. If

attacked, the

creature will *shapechange* back to its natural state during the first round of combat.

In its crab form, the sea hermit fights with two devastating pincer attacks. If the sea hermit makes a natural attack roll of 19 or 20, the victim must make a successful saving throw vs. death magic or lose a limb (determined randomly). In this form, the creature's Armor Class drops to 0 in the front and 3 for the softer shell at its rear. If the creature is in its majestic shell with only the front poking out, it is always AC 0; the shell is too thick and well armored to break through during the fast-paced action of combat. People trapped within the shell thinking to strike at the softer armor toward the creature's back will find themselves suddenly dealing with several hundred gallons of water as the creature dives under the sea, allowing the seals to break long enough to flood the lower spiral of its shell.

Special Abilities: A sea hermit has a 20% chance of being able to use the spells and skills of its previous prey. If so, the number and levels of any spells do not increase as with other spellcasters. Roll 4d10 for the actual number of spells learned previously, then determine each by rolling 1d8 for the level of spell, and then choose a spell randomly from the list. A sea hermit is considered a 16th-level mage, so 9th-level spells are beyond its capabilities. For skills, roll 2d10

and determine randomly.

The sea hermit's big advantage is its *shapechanging* ability. This ability functions like the 9th-level wizard spell *shapechange*, except that it is a natural ability. The sea hermit can imitate only intelligent creatures which it has studied. (The few sages who know of the sea hermit and araneas have tried to find a link between their abilities. This has been unsuccessful because the sea hermit's ability is far more advanced, as it can quickly assume the form of any intelligent creature, not just a single humanoid.) It requires one round to change shape, after which the creature possesses full natural, nonmagical abilities.

Habitat/Society: Sea hermits are sages of deep, undersea kingdoms who seek to trap the unwary in order to study their memories. Through arcane processes, these memories are extracted to teach the sea hermits new skills, spells, and other information about the people who dwell on the surface. They have no qualms about the deception they employ or the fatal methods of memory extraction. To them, the situation is no different from collecting and dissecting insects to learn about them. These are simply the methods that are available.

The creature captures its prey alive when possible, taking it back down to the undersea kingdom where it can better perform its work. This sometimes requires that the sea hermit keep up its guise for hours, lulling its victims into a false sense of security.

A sea hermit will never wander far from its shell-home while in humanoid form for fear of losing it. Finding a new, unoccupied shell requires a long and dangerous undersea quest, with the sea hermit lacking its strongest form of protection. The creature will take any steps necessary to protect its home. This is one of the creature's few weaknesses.

Ecology: The sea hermit usually lives outside the Savage Coast, including its coastal waters. This deep sea creature only comes up to collect samples. Except for those it kidnaps, its actual, overall effect on the land is minimal. Sea hermits do not view themselves or their undersea life as superior or inferior, just different. They exploit those on land for knowledge and skills to provide themselves with greater power back in their own kingdoms.

The sea hermits hold a special animosity for jorries, some of which can see through their guise. Jorries will often watch a sea hermit and try to warn any potential victims of the creature. A sea hermit will sometimes go out of its way to run off any nearby dens of jorries before setting up its trap.

Some parts of a sea hermit's natural form can be



used in magical preparations that deal with water breathing and shapeshifting. It has even been rumored that a turtle wizard had one of these majestic shells enchanted to act like *daem's instant fortress*.

Lair: This majestic structure is a squat, conical shell. It is approximately 20 feet across at its base (60 feet in circumference) and spirals upward 30 feet to a final room only 10 feet in diameter. In some areas, the overlapping spirals bend a portion of the ceiling below it, making the overall architecture lack the hard edges and corners that most races are accustomed to. In areas of sharp upward slope, the sea hermit has formed a polished stairway from the shell's glossy mother-of-pearl interior. The effect is quite beautiful.

The first 40 feet of the shell, as it wraps around the first curve, is where the sea hermit in its natural form fits. When posing as a humanoid, this portion is cluttered with driftwood and minor implements, suggesting a craft workshop or junk storage area. Past this, the shell has been reshaped to form archways, stairs, and rooms, including a laboratory and cells for prisoners. A few secret doors were installed, some ending in traps for over-curious guests; these often involve spring-loaded tridents tipped with the poison of an exotic fish (THACO of 13, inflicts 1d10+4d8 points of damage; successful saving throw vs. poison reduces damage to 1d10+2d8 points).

JORRI

CLIMATE/TERRAIN:	Saltwater
FREQUENCY:	Rare
ORGANIZATION:	Family
ACTIVITY CYCLE:	Day
DIET:	Fish
INTELLIGENCE:	Average (8-10)
TREASURE:	(Q)
ALIGNMENT:	Neutral
NO. APPEARING:	1d4+1
ARMOR CLASS:	5
MOVEMENT:	10, Sw 18
HIT DICE:	2+1
THACO:	19
NO. OF ATTACKS:	5
DAMAGE/ATTACK:	1d2/1d2/1d2/1d2/1d3
SPECIAL ATTACKS:	Lock jaws
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	S (3'-4' long)
MORALE:	Average (8-10)
XP VALUE:	175

Resembling nothing so much as otters, these creatures can be found in the seas and along the shoreline of the Savage Coast. They can also be a great source of information to those who treat them well and are often quite helpful a crisis.

Jorries are small, ranging from two to four feet in length, with stubby legs for such long bodies. The two rear legs end in large feet with long, webbed toes that can spread wide for stronger paddling. A jorri's crescent-shaped tail and back feet work together in single thrusts to move the jorri through the water quickly.

The front claws of a jorri are long and sharp, perfect for prying food out of shells or defending itself. Short, oily fur covers the entire body of the jorri, appearing dark gray with black spots. Jorries have bristly, white whiskers for feeling their way through dark places.

This fairly intelligent creature can speak a broken version of the common tongue. Its vocabulary contains many nautical terms and colorful expressions, indicating an obvious verbal rapport between jorries and sailors.

The Red Curse: Jorries hardly ever (10%) acquire Legacies. However, if a jorri does acquire a Legacy, it will require *cinnabryl* to fight off Affliction.

Most simply become Afflicted rather than constantly seek this magical metal.

Combat: Jorries would rather avoid combat, but they will fight if threatened, sometimes even coming to the aid of others.

When attacking, a jorrie will charge in with a fierce bite and a scrabbling attack of claws, each front claw getting two attacks. If the bite is successful, the jorri locks its jaws and cannot be dislodged without a successful bend bars roll (assuming the creature can get its hands on the jorri's jaws). The bite does no further damage, but it does negate any AC adjustment for Dexterity.



The jorri simply rides along and continues to tear at its opponent with its front claws. Jorries are smart enough to recognize vulnerable areas, and they try to attack spots their opponents might not be able to reach easily (such as the underbelly of a horse).

Habitat/Society: Jorries live and travel in family groups. A jorri couple might have up to three young each year for several years. They make a den along the seashore, padding it with dried rushes or flat grasses. Jorries tend to feed on small fish and mollusks. Borrowing a tactic from their distant cousin, the otter, many jorries also use rocks for cracking the shells of more well-protected food.

Jorries are often seen riding waves or sunning themselves on the beach. They love stormy weather, playing out where the water is roughest and along reefs where turbulence makes their diving more exciting. The pleasure they take from such weather does not blind them to its danger for others, however. Jorries will try to warn any ships they see approaching dangerous water; if they can, they will rescue swimmers in trouble or victims of shipwrecks. Some jorries can see through the subterfuge of the sea hermit and will warn potential victims. Though not often, jorries might ask a small service from someone they have saved.

Ecology: Jorries are beneficial to the sea life surrounding the Savage Coast. They assist those in trouble and feed on creatures in plentiful supply. The jorri population is kept down by echyans and a few other large sea predators. Jorries have beautiful pelts, but hunting them is thought to be in very bad taste; sailors actively defend jorries against any hunters.



JUHRION

CLIMATE/TERRAIN:	Any
FREQUENCY:	Uncommon
ORGANIZATION:	Family
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Animal (1)
TREASURE:	W, X, Y
ALIGNMENT:	Neutral
NO. APPEARING:	1d4
ARMOR CLASS:	5
MOVEMENT:	12 (18)
HIT DICE:	5+5
THAC0:	15
NO. OF ATTACKS:	3 (claw/claw/bite)
DAMAGE/ATTACK:	1d8/1d8/2d6
SPECIAL ATTACKS:	Maul
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	L (10'+ tall)
MORALE:	Elite (13-14)
XP VALUE:	650

These huge, bearlike creatures are completely hairless, covered with a tough, reddish, leathery skin that is actually the detrimental effect of an Armor Legacy. They possess large teeth and short, harpoon-shaped claws. The juhria normally travels about on all four feet, but it can rise up on its hind legs if it so desires. A juhria's powerful growls and roars are very raspy and dry, rarely to be mistaken for those of another creature.

The Red Curse:

Juhrias become Afflicted with the detriments of the Armor Legacy without ever gaining the actual powers. While *cinnabryl* could ward off the Affliction, they are seldom able to acquire this metal.

Combat: A juhria will attack when defending its hunting area or hunting for food; they also attack Inheritors on sight. Though they move rather quietly for creatures of their bulk, the juhria disregards further attempts at stealth and charges in to attack





when a potential victim is in sight and is less than 10 yards away. Its movement rate increases from 12 to 18 for the short periods of fighting, allowing it to close the final distance quickly and possibly still surprise its victim.

These creatures attack with both claws and a bite, all three of which do considerable damage. The juhriion's claw attack also has a 50% chance of infecting the victim with vermilina (see the "Parasite" entry). They also employ a mauling attack, pinning another creature under its immense bulk while continuing to slash and bite. While the juhriion is using this attack, the victim no longer gets an AC bonus for Dexterity and cannot wield anything larger than a dagger against it. All spells are fouled, but Legacies function normally if movement is not required. The maul attack occurs if the juhriion successfully hits with both claws in a single round. To escape a mauling attack, the victim must make a successful bend bars roll.

Habitat/Society: Juhriions can roam an area as large as 10 square miles when hunting is sparse, but they do not usually range more than a few miles from their den. Juhriions will eat roots and berries, but only in times of dire need. They prefer rodents, cinnavixens,

and voats. When possible, they seek out caves to live in, but they can make do with a hollowed out bed in a thicket.

After its second year, a juhriion takes mate; usually the male joins the female on her hunting grounds. They produce one or two young per season, always in the spring, keeping the cubs with them for one year. During the second year, the young are turned out to find their own hunting grounds.

Juhriions have a special hatred for Inheritors, whom they can smell up to a mile away. Juhriions seem to realize that Inheritors have a control over their Legacies that these creatures themselves lack, driving them into a frenzy of resentment. *Cinnabryl* might ease the resentment they hold for Inheritors, but few Inheritors will waste any of this precious metal on a juhriion.

Ecology: Juhriions are hunted by some humanoids for their skin, which makes a fine leather. The blood of a juhriion can also be made into a potion that will heal the effects of vermilina.

Cardinal ticks plague the juhriion like so many other animals. Juhriions often develop a symbiotic relationship with the Saragón Lyra bird, possibly the only creature that can safely approach the huge beasts. Juhriions are immune to vermilina, but their claw attacks often infect other creatures with this deadly bacteria.

KLA'A-TAH

CLIMATE/TERRAIN:	Kla'a-Tah	Cläü-rin
FREQUENCY:	Temperate waters and coastline	Temperate and tropical waters
ORGANIZATION:	Very rare	Very rare
ACTIVITY CYCLE:	Solitary	Solitary
DIET:	Any	Any
INTELLIGENCE:	Omnivore	Carnivore
TREASURE:	High (13-14)	High (13-14)
ALIGNMENT:	Q(x4)	M(x50), Q(x5), (G)
NO. APPEARING:	Neutral good	Neutral evil
ARMOR CLASS:	1	1
MOVEMENT:	-1 (-3)	0 (-2)
HIT DICE:	6, Sw 18	3, Sw 24
THACO:	7+1	8+3
NO. OF ATTACKS:	13	11
DAMAGE/ATTACK:	2 (claw/bite)	3 (claw/claw/bite)
SPECIAL ATTACKS:	2d4/2d12	1d8/1d8/4d8
SPECIAL DEFENSES:	Nil	Nil
MAGIC RESISTANCE:	Shell, +2/+4 Saves	Shell
SIZE:	Nil	Nil
MORALE:	L (12'+ long)	L (10'+ long)
XP VALUE:	Champion (15-16)	Elite (13-14)
	2,000 (+ 1,000 per Legacy)	2,000 (+ 1,000 per Legacy)





This highly intelligent turtle is primarily a sea creature, occasionally seen wandering the shores of the tortle people. Its behavior is very similar in manner to that of a good dragon—solitary in nature, though sometimes preventing catastrophes about to befall tortles. For this reason, the kla'a-tah is referred to as the Turtle Guardian.

The kla'a-tah boasts a huge, colorful upper shell, often studded with uncut gems. The undershell is pink and extremely hard. The legs and head of the kla'a-tah are a dark red, and the skin looks plated. Its rear feet taper back into two giant flippers, and the front feet have very sharp-edged toenails. The creature's head resembles that of a turtle—with large, deep set eyes and a sharp, powerful horned beak. When out of the water for more than a few minutes, the kla'a-tah coughs with a deep, booming bark.

The Red Curse: A kla'a-tah gains at least one Legacy; many of them (25%) gain two or more. These Legacies vary from one creature to another, but some—Blend, Phase, Sight, Stone Shape, and Cure—show up often enough to be considered regular. Kla'a-tah do require *cinnabryl* to ward off Affliction. Tortles provide most of this magical metal for them, but where they get the rest is unknown. No one has ever reported an Afflicted kla'a-tah, however.

Combat: A kla'a-tah attacks with front claws and a powerful bite. Because of its girth, it can only bring one claw to bear at any particular target in a given round. However, the attack is powerful enough that even the powerful sea glutton fears this creature.

With the protection its shell offers, a kla'a-tah rarely retreats from combat. If necessary, this giant turtle can pull in its legs and head, partially retreating into its lower shell. This seals off the leg openings and protects (but does not seal off) the head, giving the creature an Armor Class of -3. The kla'a-tah can make extremely quick snapping attacks for a creature its size, extending its neck to get a decent range of motion around the front of its shell. It does not worry too much about rear attacks, as its thick shell is nearly impervious.

Special Abilities: Besides the improved Armor Class, the kla'a-tah shell provides some other benefits. The creature has an automatic +2 bonus to all saving throws, and if withdrawn into its shell, the kla'a-tah

gains a +4 bonus to all saving throws, including ones for mental attacks. If no saving throw is normally allowed, the kla'a-tah gains one if withdrawn, but without the +4 bonus.

Kla'a-tah have 90-foot infravision, which works in or out of the water. They have a natural ballast system that allows them to float on the surface or submerge for as long as needed. These creatures are completely amphibious and can survive indefinitely in both water and air.

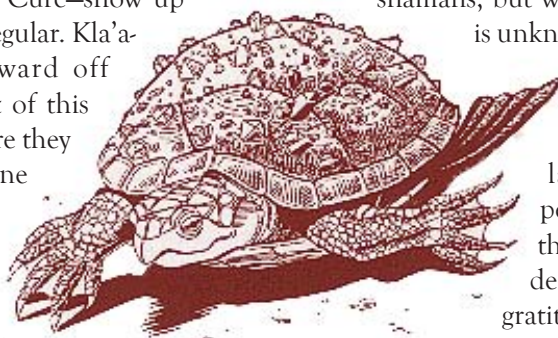
Habitat/Society: No more than one kla'a-tah is ever seen at one time, so not much is known about their society. Different kla'a-tah have been seen helping the same tortle community, though, so they must move around. Kla'a-tah are thought to live in deep trenches along the ocean floor. They have been seen sunning themselves on the surface while eating seaweed or the carcass of a freshly-killed sea glutton.

It is known that kla'a-tah have a language of their own. They have been observed conversing with tortle shamans, but whether they will talk to others is unknown. Certainly they have never spoken to anyone but the tortles, and the shamans keep most others away from the large creatures. The tortle people do collect *cinnabryl* for the kla'a-tah, which the shamans deliver, but they do this out of gratitude rather than payment.

Ecology: Kla'a-tah work to keep the sea gluttons from achieving a dominant position in the Western Sea. They can survive on seaweed alone, but they would consider it wasteful not to eat a creature they have taken the effort to kill. Kla'a-tah never overhunt an area. Their population is actually quite small, making them a valuable part of the ecosystem with no need for a larger predator to keep them in check.

Legend: Turtle legends have a lot to say about the kla'a-tah, much of it contradictory. One legend claims that the kla'a-tah are indeed Turtle Guardians, set in place by the Immortals to watch over the simple tortle race. Another claims that tortles who master the Red Curse are made into kla'a-tah by the Immortals, to watch over others and lead them down the same path. However, this last one poses a few questions, since kla'a-tah still have Legacies and require *cinnabryl*.

Other legends about the kla'a-tah relate to the





Monoliths of Zul, ancient ruins that the turtles claim were built by their ancestors (much debated by sages). According to these legends, certain turtles achieved enlightenment and grew into the guardians of the rest of the turtle race, helped by the behind-the-scenes work of certain Immortals.

Cläu-rin

Cläu-rin protect the evil snappers (see the “Turtle” entry). A cläu-rin is a bit smaller and sleeker than a kla’a-tah, allowing it to bring both front claws to bear on a victim as well as its bite. These creatures guard the snappers’ waters against intrusion by other races or large sea creatures, such as the sea glutton. Though rarely, they will sometimes come up on shore to attack enemies of the snappers. Cläu-rin are extremely protective of their territory, defending it against other cläu-rin as well.

However, the cläu-rin’s protection is not so benevolent as that of the kla’a-tah. It demands that treasure be thrown into the ocean, later collecting it and moving it to its lair. Even if the snappers do not wish protection, a cläu-rin demands tribute. Snappers have learned better than to argue. The cläu-rin also gain Legacies and require *cinnabryl*, which they demand from the snappers as part of their regular tribute. The snappers comply readily, because an Afflicted cläu-rin is a snapper’s worst nightmare.

LEECH, LEGACY

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Legacies
INTELLIGENCE:	Supra-Genius (19–20)
TREASURE:	Nil
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1
ARMOR CLASS:	–2
MOVEMENT:	18
HIT DICE:	10
THACO:	11
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	As per weapon
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	25%
SIZE:	L (7' long)
MORALE:	Fearless (19–20)
XP VALUE:	6,000

A legacy leech is the essence of a tanar’ri that has been banished to the Prime Material Plane. The legacy leech looks like a slug with writhing tendrils along its tail and head and no discernible eyes or facial features. However, no one is likely to see it in this form. Instead, the legacy leech takes on the appearance of a single *red steel* weapon—either a +1 *rapier*, a +1 *dagger*, a +1 *magical hook*, or even a +1 *pistol*. It will remain in one of these forms, waiting to be grasped by an intelligent creature.

The Red Curse: When found, a legacy leech is expected to have already acquired 1d4+1 Legacies. These creatures never require *cinnabryl*.

Combat: Before it is grasped, the legacy leech (in weapon form) can move about and attack on its own. Its one attack per round inflicts damage as per the weapon shape it assumes. Once it is grasped, the creature attacks with the wielder’s weapon abilities. In times of need, a leech may allow its host to call upon a Legacy it has previously absorbed.

Habitat/Society: It is not known why these tanar’ri were banished. What is known is that they have found a way to gain the power necessary to break their banishment. By absorbing Legacies, a legacy leech can accumulate enough power to regain its natural form.

The legacy leech requires an intelligent creature to work through. Still, if a priest of good alignment holds on to the weapon, it will violently twist and shake, skittering across the room away from the priest (treat as Strength 20). Likewise, a legacy leech will never choose the host of a heroic spirit; two such spirits would be forced to fight for control, with the leech at a disadvantage. Strangely, a paladin can grasp the leech, though the weapon does radiate an aura of evil.

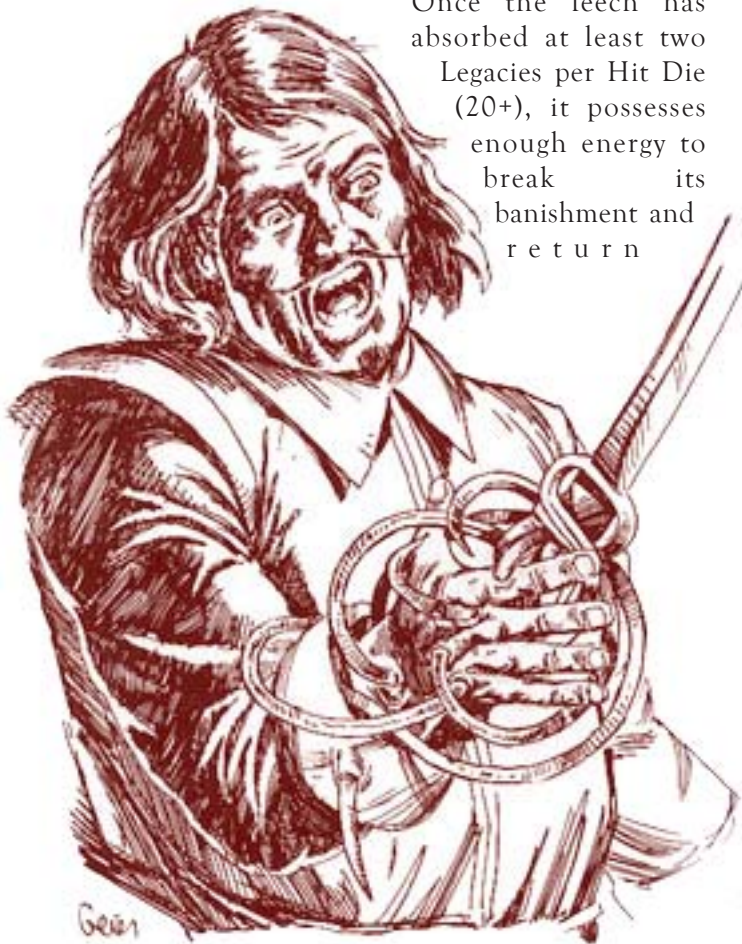
When the weapon form of a legacy leech is grasped, it grows tendrils that penetrate the owner’s flesh (no saving throw allowed), becoming one with the host. When this happens, the leech disappears completely into the host’s body, reappearing as needed. It can reappear as any of the weapons listed above as its host desires, forcing the host to drop anything being held in that hand.

The creature steals Legacies by changing into a blade and forcing its host to plunge it into a victim’s heart immediately after death. A host can attempt to refuse any demand by the leech, but must make a successful Wisdom check to do so. The Wisdom check blocks the leech for one hour or until a new conflict arises.



A leech can only drain Legacies which it does not yet possess; during this process, the host can attempt a saving throw vs. spell (with a -1 penalty for each Legacy the leech has absorbed) to expel the leech. If a leech steals at least 15 Legacies while in the same host, that host immediately dies.

Once the leech has absorbed at least two Legacies per Hit Die (20+), it possesses enough energy to break its banishment and return



home. For two rounds, the tanar'ri will attack anyone present before being automatically gated to its plane of origin. In tanar'ri form, it gets two claw attacks per round (4d4 points of damage each) and casts as a 9th-level wizard. It is also immune to cold, fire, electricity, poison, and charm.

Ecology: For the most part, a legacy leech interacts only with its host, so most of its effect on the ecology is actually brought on by the host's desires and actions. The leech, itself, merely requires victims with Legacies.

LICH, INHERITOR

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Nil
INTELLIGENCE:	Supra-Genius (19-20)
TREASURE:	A
ALIGNMENT:	Any evil
NO. APPEARING:	1
ARMOR CLASS:	0
MOVEMENT:	6
HIT DICE:	15
THAC0:	5
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d10
SPECIAL ATTACKS:	Touch, Legacies
SPECIAL DEFENSES:	Spell and Legacy immunities, hit only by magical weapons
MAGIC RESISTANCE:	Nil
SIZE:	M (4'-7' tall)
MORALE:	Fanatic (17-18)
XP VALUE:	19,000

These vile undead creatures are the remnants of high-level Inheritors who sought to increase their power. Through arcane, alchemical processes, they transform from living beings into powerful undead creatures. Fortunately, Inheritor liches are extremely rare; only two are known to exist—one in the Savage Baronies (the Doomrider) and one in Renardy.

The appearance of an Inheritor lich varies widely. The basic visage is that of a skeletal humanoid, but individuals from a number of nonhuman races could also choose this evil path. Each creature then adopts a unique form, warped by the detrimental effects of its Legacies. Thus, an Inheritor lich with Armor, Sight, Burn, Projectile, Growth, and Weapon Hand could have scales; bony eyestalks; red glowing eye sockets; skin that is hot to the touch; flames issuing from its mouth; a hollow, open-ended horn in the center of its forehead; arms twice as long as normal; and one hand elongated into the shape of a bony sword.

An Inheritor lich is usually dressed in clothing reminiscent of its former life—armor for warriors or robes for wizards. The materials are generally of high quality, though roughly used. As the most ancient





Inheritor lich is no more than a decade old, its possessions show little sign of decay but might be frayed from travel or combat.

The Red Curse: Inheritor liches were once 15th-level Inheritors, possessing seven Legacies before transformation. No Inheritor lich of greater or lesser power has been reported. Some sages speculate that such a creature's power is limited by the transformation process, but others claim that the reason a more powerful Inheritor lich has not been encountered is because no Inheritor of greater power has attempted the transformation—yet. The DM should determine which Legacies an Inheritor lich possesses before it is encountered because its Legacies will determine its appearance.

Combat: Unlike other liches, an Inheritor lich has no qualms about entering battle. Also, it is likely to have servants and allies—some undead, some monstrous, and perhaps even a few normal humans or humanoids. Inheritor liches lack the magical aura that forces low-level creatures to flee in terror; still, their ghastly appearance causes many intelligent, low-level beings to flee anyway.

An Inheritor lich prefers to attack with its Legacies when possible. Further, an Inheritor lich is immune to the offensive effects

of any Legacies that it possesses. For example, an Inheritor lich with the Burn Legacy cannot take damage from that Legacy when used by another creature.

The Inheritor lich also retains character class abilities from its former life. A lich that was once a priest, wizard, or bard can cast spells; a former thief can move silently, hide in shadows, and backstab. The Inheritor lich possesses these abilities as a 15th-level character of that class. Finally, the Inheritor lich might even carry arms and equipment from its former life. Wearing armor does not improve a lich's Armor Class, but the lich does receive any magical bonuses the armor might have. Also, Inheritor liches are not vulnerable

to *smokepowder* in the same way that living Inheritors are, so they may carry wheellock pistols.

In addition to Legacies and class abilities, an Inheritor lich also has a lethal touch. If an Inheritor lich touches an opponent, that touch inflicts 1d10 points of damage. In addition, the victim must make a successful saving throw vs. death magic or suffer the effects of one day in the Time of Loss and Change. It does not matter if *cinnabryl* is actually being worn, if the target has ever worn it, or even if he is required to. A target who fails a saving throw loses 1 point from the appropriate ability score (or scores) and changes according to the detrimental effects of his Legacy or Legacies (see "The Curse and the Legacies" chapter of *The SAVAGE COAST Campaign Book* for descriptions).

If the target does not have a Legacy, determine one randomly. A character with multiple Legacies suffers the Time of Loss and Change for all Legacies simultaneously, losing several points and undergoing major physical changes. For this reason, Inheritor liches try to first target Inheritors with this touch. This attack does not actually deplete a target's *cinnabryl*; it bypasses the metal completely.

This touch automatically kills any individual who has one or more attribute scores (with the exception of Charisma) reduced to 0 or

less. The next night, however, that victim will rise as a cursed one. The lair of an Inheritor lich might hold several cursed ones, remnants of former victims. As an Inheritor lich has no need for *cinnabryl* and cannot be harmed by a cursed one, it may feed them *cinnabryl* to hasten its transformation into *red steel*.

Recovery from Affliction caused by this attack differs from standard recovery in two ways. First, reversal begins immediately after victims receive a *remove curse* spell, provided that they are still wearing *cinnabryl*. Second, a system shock roll is not necessary to reverse the transformation. Victims can always recover completely from this forced Affliction.

An Inheritor lich also has formidable defenses.





Besides immunity to Legacies which it possesses, an Inheritor lich is immune to all nonmagical weapons. These creatures also have the standard lich immunities to *charm*, *hold*, *sleep*, *enfeeblement*, *polymorph*, *insanity*, and *death* spells—as well as cold-based and electrical attacks. Inheritor liches are turned as normal liches.

While it is difficult to defeat an Inheritor lich in combat, destroying it is harder still. An Inheritor lich protects its life essence in a *red steel* item hidden in its lair. The item might be a depleted *cinnabryl* amulet or it could be a *red steel* weapon or piece of armor. To completely annihilate the Inheritor lich, both its body and that item must be destroyed. Melting it is not sufficient; it must be subjected to a *disintegrate* spell or similar power. (The Detonate Legacy fragments an item enough that it is considered destroyed.) If the item is merely melted and reformed, the life essence remains in whichever new piece contains the largest percentage of the original item. Inheritor liches take advantage of this by hiding these items very well or, sometimes, by placing their essence in magical *red steel* weapons that the characters might be loathe to destroy.

Habitat/Society: Inheritor liches are solitary creatures. They create lairs in fortified places such as a fortresses, mountains, or caverns. The Inheritor lich, having been an adventurer once, realizes that it will be sought out by other adventurers and will try to keep the location of its lair a secret.

Still, in its burning desire for power, an Inheritor lich will sometimes spread rumors into the nearby area, hoping to encourage parties of low-level adventurers to come after it so it may rob them of their possessions and life force. Often, the lich will try to meet the adventurers somewhere other than its lair in case it needs to retreat. An Inheritor lich might even create a web of intrigue around itself, using spies and subtle manipulations to exert control over the people and events of a given region.

The two Inheritor liches known to currently exist also spend a great deal of their time studying the Red Curse. After all, knowledge is another form of power. If it is persuaded to talk, or if its journal can be located, an Inheritor lich can be a great source of knowledge concerning the Red Curse, the Legacies, and the

associated magical substances.

The attitude of an Inheritor lich depends on its former life and subsequent undeath. The creature might hate living Inheritors or might feel nostalgic when meeting a member of its former order.

Like living Inheritors, these liches often have nicknames—but with a morbid twist. The two existing Inheritor liches are known as Death Flame, who was one of the first Inheritors, and Doomrider, a former Inheritor wizard who now has a nightmare for a mount. An Inheritor lich has little respect for life, doing whatever is necessary to accomplish its goals. While it is remotely possible that an Inheritor lich of good alignment could be created, the ambitions that lead a character to such an existence are not usually conducive to any alignment but evil.

Ecology: While an Inheritor lich has left its natural existence behind, it still has a profound effect on the local ecology by gathering riches, killing others, and causing destruction. While it does not consume or produce in a natural manner, it does create and destroy, doing so to extend the reaches of its power.

To become an Inheritor lich, an Inheritor must first construct the item that will hold his life essence. This must be done by the prospective lich—never by a second party. Ideally, the *red steel* used in the creation of the item was worn as *cinnabryl* by the Inheritor. The Inheritor must also personally create a difficult alchemical preparation. This potion is something like *crimson essence*, but also contains *steel seed*, finely ground *red steel*, herbs, blood, and miscellaneous arcane and costly items. The exact formula is known only to a few, but it might be found in the journals of those who have attempted the process. Like *crimson essence*, the potion must be bathed in the magic of depleting *cinnabryl* for several weeks. When ready to become a lich, the Inheritor imbibes the potion; he must then make a successful system shock roll or die. If the roll is successful, the Inheritor becomes an Inheritor lich and immediately enters the Time of Change, transforming according to the Legacies possessed. However, no points are lost from ability scores during this process, and any that were subtracted previously are gained back.



LIZARD KIN

	Cayma	Gurrash	Krolli	Shazak
CLIMATE/TERRAIN:	Temperate to subtropical swamps and forests	Bayou	Hill or mountain	Temperate to subtropical swamps and forests
FREQUENCY:	Uncommon	Rare	Rare	Rare
ORGANIZATION:	Village	Village	Community	Tribe
ACTIVITY CYCLE:	Any	Any	Any	Any
DIET:	Omnivore	Carnivore	Omnivore	Omnivore
INTELLIGENCE:	Average (8–10)	Low (5–7)	Average to Very (8–12)	Average (8–10)
TREASURE:	K	M	M (A)	K (A)
ALIGNMENT:	Neutral	Chaotic evil	Any	Neutral
NO. APPEARING:	10d6	1d6	1d20	3d6
ARMOR CLASS:	7	5	3 (2)	5
MOVEMENT:	9	12, Sw 18	10, Fl 18 (C)	9
HIT DICE:	2	3	3	3
THACO:	19	17	17	17
NO. OF ATTACKS:	1	3	3(4)	3
DAMAGE/ATTACK: or by weapon	1d3 (or by weapon)	1d4/1d4/2d4 (or by weapon)	1d8+1/1d8+1/1d6+1 (or by weapon)	1d2/1d2/1d6
SPECIAL ATTACKS:	Surprise	Tail slap, drown	Airborne attack	Nil
SPECIAL DEFENSES:	Stealth	Nil	Acute senses	Nil
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil
SIZE:	S (1' tall)	L (8' tall)	L (7'–8' tall, 17'–20' wingspan)	M (6' tall)
MORALE:	Average (8–10)	Elite (13–14)	Elite (13–14)	Elite (13–14)
XP VALUE:	65 (120 w/Legacy)	420	270 (420 w/Legacy)	65 (120 w/Legacy)
5 HD Shaman	420 (650 w/Legacy)		(650 w/Legacy)	270 (6 HD Leader)
6 HD Shaman	650 (975 w/Legacy)			
7 HD Shaman	975 (1,400 w/Legacy)		650 (Leader)	

The lizard kin of the Orc's Head Peninsula were created by the Herathians about 1700 years ago, using captured wallaras as raw material. The lizard kin were created to serve as soldiers and slaves, but none of the three races were suitable. The shazaks and caymas were set free, while the savage gurrash escaped from Herathian control. Now the great marsh known as the Bayou and the surrounding regions are home to three distinct races of lizard kin: the shazaks (much like the lizard men described in the *MONSTROUS MANUAL* tome), the more barbaric gurrash (also called "gator men"), and the diminutive caymas.

All lizard kin speak a variant of the shazak tongue, which has a written form that shazaks and a few gurrash mages understand. Fluency with one dialect gives a basic understanding of the other two. A few lizard kin also speak common, although this ability is very rare.

Lizard kin are slow to show the coloration changes wrought by the Red Curse. It might take several years for a lizard kin to acquire red skin or scales.

The Red Curse: Most lizard kin do not normally venture into the cursed regions of the Savage Coast, but those who do are susceptible to the effects of the Red Curse. They can all acquire Legacies, requiring *cinnabryl* to ward off Affliction.

Cayma

These reptilian humanoids stand about 1 foot tall, with green or brown skin and black eyes. They have infravision with a range of 90 feet.

Intelligent and sociable, caymas live together in villages, herding aurochs (large, shaggy bison) and trading auroch meat and *cinnabryl* with the shazaks. Aurochs are about 6 feet tall at the shoulder, so the caymas have some interesting herding techniques. A cayma herder usually rides an auroch, using sticks with metal hooks on the end to tug on the auroch's ears, thereby directing it. Caymas have also domesticated



small lizards (2 to 3 feet in length), which they use to pull their war chariots and as beasts of burden.

Combat: Caymas generally avoid combat except in self-defense. They prefer to surprise opponents, make a few quick attacks, and then flee. They use large (for them) bone daggers (which inflict 1d2 points of damage), small javelins called boks (which inflict 1d6 points of damage), and special grenades manufactured by cayma Wokani. Refer to *The SAVAGE COAST Campaign Book* for more information on cayma weapons.

All caymas move silently and hide in shadows with a 40% chance of success. Those attacked by concealed caymas receive a -2 penalty to surprise rolls.

Caymas are incredibly tough for their size; this is a deliberate feature incorporated by their Herathian creators.



Habitat/Society: Caymas build haphazard villages of tunnels and chambers protected by rickety palisades of mud, sticks, and any other material they can obtain. The villages have many entrances, all of them the equivalent of concealed doors. The caymas are inordinately proud of these structures and refuse to see any flaws in the designs, no matter how blatant.

Each cayma village includes 10d6 adults, and half that many noncombatant offspring. Immature caymas reach adulthood in one year. Each village is led by a shaman, equivalent to a priest of 5th to 7th level. These shamans live longer than the average cayma (60 years, as opposed to the normal 40-year life span), so their hides grow tough, giving them an Armor Class of 6. With a shaman in a cayma party, the creatures' morale increases by 1 level.

Not only do the better warriors use bone weapons

and tools, they wear ceremonial bone and feather headdresses—the more elaborate the headdress, the greater the warrior. However, these caymas avoid wearing such adornments in battle, not wishing to alert the enemy to their superior abilities.

Caymas tolerate shazaks and are afraid of gurrash. Caymas are not necessarily hostile but are very leery of the “big” races. Often, caymas have been taken as slaves by larger, evil races.

Ecology: Caymas are just beginning to develop more complex lifestyles, and they have even begun to develop a simple monarchy. Caymas enjoy eating giant-sized reptiles and amphibians but sometimes fall prey to large predators. They make extremely reliable guides in swamps.

Gurrash

The savage gurrash stand about 8 feet tall and weigh almost 300 pounds. They have deep green scales and heads like alligators, with prominent sharp teeth and slitted red eyes.

Gurrash consider themselves the mortal enemies of shazaks, usually attacking them on sight in an effort to drive the shazaks away from gurrash homeland.

Combat: Gurrash make formidable warriors. The bite of a gurrash causes 2d4 points of damage, and its prodigious strength gives it a +2 bonus on any weapon damage it inflicts. A gurrash can either use its claws to attack or it can wield a weapon; it can even use a weapon and bite in the same round. Gurrash are very warlike, protecting their territories from all trespassers. They are also naturally savage and difficult to control, often (10% chance per melee round) going berserk when crossed or wounded. A berserk gurrash gains an additional attack, a +1 bonus to hit and damage, and can fight to -7 hp.

Gurrash also have several special unarmed combat moves. If an opponent is behind a gurrash, the gurrash can make a *tail slap* attack in addition to its other attacks, inflicting 1d8 points of damage. To use its special *drowning* attack, the gurrash must successfully attack with both front claws. If this happens, the gurrash drags its opponent underwater. The victim will then drown in 1d3+1 rounds. The DM should treat this as a wrestling unarmed combat maneuver.

In most cases, the village chief will be noticeably larger than the other gurrash in the tribe. Gurrash leaders must show extreme ferocity during their raids or face displacement through ritual challenge. The



village chief causes 3d4 points of damage with its bite and possesses a 19 Strength, gaining a +3 bonus to attack rolls and a +7 bonus to damage rolls with a weapon.

Habitat/Society: Gurrash hunt and make war; they are survivors in an unforgiving environment. They refuse to negotiate with strangers, preferring instead to attack unwary parties of humans and demihumans. When their population depletes the available resources, the shamans call for raids to keep the gurrash from feeding on each other.

Gurrash worship the Immortal Goron, the embodiment of gurrash evil and destruction. As the reptilian queen of evil and water, she made the gurrash brutal and bloodthirsty, causing them to revolt against the Herathians. For the gurrash, Goron is the patron of victory.

Ecology: Not originally a naturally occurring species, gurrash are at the top of the food chain in their bayou homes.

Gurrash subsist on lizards, alligators, fish, and the occasional shazak. Still, raiding parties of gurrash have sometimes been known to make sweeps of isolated settlements for fresh human meat to supplement their diet.

Krolli

Krolli are a strong race of warm-blooded, winged lizardmen native to the Arm of the Immortals. Krolli are usually 7 to 8 feet tall and are quite lightweight (150 to 180 pounds) for their size.

Combat: Krolli are short-distance, high-speed fliers. A flying krolli can carry up to 30 pounds unencumbered, or 45 pounds encumbered. An unencumbered krolli must attempt a saving throw vs. paralyzation for every 15 minutes of flight. If it fails, it must rest 1 hour for each previous 15 minutes of flight. An encumbered krolli must attempt a saving throw every 5 minutes.

A krolli's unfeathered wings are AC 7. Only those

taller than the krolli can attack the wings while standing in front, but back attacks are always made against the wings. Krolli that have lost 50% or more of their hit points cannot fly.

Krolli have superhuman Dexterity, phenomenal Strength, and extremely acute senses. All krolli undergo rigorous training from youth. A krolli warrior can attack with a vicious claw/claw/bite attack when standing, or with a claw/claw/rear claw/bite (1d8+1/1d8+1/1d10/1d6+1) attack when airborne. They can also attack standing opponents while airborne. Few krolli (30%) attack with weapons, but many use shields.

Fully 95% of all krolli are fighters capable of attaining up to 7th level. The remaining 5% of the population are likely to be priests of their patron Immortal, Ka the Preserver.

Habitat/Society: Krolli prefer to have their communities far from humans and their ilk. They form solitary communities, or eyries. Each eyrie contains 3d20 krolli, with one 7th-level fighter for every ten krolli. An eyrie also contains young (1/2 HD), equal to about 10% of the number of adults.

While they do not relish the company of humans, they appreciate the wealth to be had in dealing with men, and they will sometimes venture forth to trade. Krolli will occasionally be encountered among men, either trading or employed as mercenaries. In short, wherever profit is to be had, there will be krolli.

Ecology: Female krolli lay 2d4 eggs per year. Of these, only about 25% actually hatch. Krolli eggs are very tough, and krolli society strictly forbids helping the young out of their shells, which they believe helps to keep the race strong. Outsiders are sometimes horrified by this harsh and pragmatic attitude. A krolli that reaches maturity can live as long as 125 years, although warriors seldom live that long.



Shazak

The shazaks are peaceful primitives. They stand about 6 feet tall and have dark green or brown scaly skin and slitted gold eyes. Shazaks sometimes serve as



mercenaries for Herathian nobles. They have developed a written language, art, and trade since establishing their own society. They are ruled by a monarch known as the Shaz.

Combat: Though not as ferocious as the gurrash, shazaks are strong, hardy, and far more dependable. They can choose from many different weapons, ranging from spears to swords. They have domesticated large bats (mobats) which serve as mounts for the important members of the tribe and for the beast-riders among them.

Habitat/Society: Shazaks are survivors. When they were turned out by the Herathians, they adapted to the bayou. Chased from that habitat by the gurrash, they adapted to their woodland home. They pursue peaceful callings like pottery and fishing, but they also serve Herathians in times of war. They must defend their homes often from both gurrash raids and rakastan invasions from Bellayne.

Ecology: Shazaks are to some extent the caretakers of their woodland homes. They cull old trees and trade the rare woods to Herath and keep the plant and animal populations within bounds. Shazaks have no widespread effect on the rest of the Savage Coast and the Orc's Head Peninsula.

LUPASUS

CLIMATE/TERRAIN:	Any steppes
FREQUENCY:	Uncommon
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	4d4
ARMOR CLASS:	6
MOVEMENT:	18, Fl 36 (C, D mounted)
HIT DICE:	5+5
THACO:	15
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2d6
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	L (8' long, 16' wingspan)
MORALE:	Elite (13-14)
XP VALUE:	420 (650 w/Legacy)



These huge winged wolves are native to the Yazak steppes. Lupasi come in various colors and breeds, much like horses or dogs. The Lupasaner breed from the Louvine Royal Kennels are especially renowned for their distinctive pure gray color and their ability to perform highly complex precision maneuvers. Other noteworthy breeds include the strangely patterned Lupaquins, the two-colored Lupintos, and the stocky Appalupas.

An adult lupasus measures up to 8 feet in length, not including the tail, and may weigh up to 1,000 pounds. A typical lupasus is gray (with black patches above and white below), powerful teeth, a bushy tail, and round pupils.

The Red Curse: Lupasi that live in the cursed areas acquire Legacies and require *cinnabryl*. However, although few ever acquire this magical metal, lupasi tend to manifest very mild forms of Affliction.

Combat: Lupasi can fly while carrying a man-sized creature outfitted with light armor, a shield, and several weapons. Still, the total weight carried by the lupasus cannot exceed 200 pounds. Unencumbered lupasi must make a saving throw vs. paralyzation for each hour of flight. If the saving throw fails, they must rest a half hour for each 2 previous hours of flight. A lupasus with a rider drops one maneuverability class level and must make a saving throw every half hour.

Lupasus wings are covered with fine, soft fur (not feathers) and are no more or less vulnerable to fire than the rest of the body. Lupasi that have lost 50% or more of their hit points cannot fly, but they can glide until 75% or more hit points have been lost. Lupasi often prefer to attack from the ground, not using their wings at all, so being forced from the air is not a huge concern.

Habitat/Society: Wild lupasi are most often found roaming the steppes and the skies of Yazak, north of Renardy. Lupasi are equally at home on prairies, in forest lands, and on all but the highest mountains.

It is extremely difficult to tame or capture lupasi.





Wild lupasi generally try to avoid humanoids, although they will occasionally associate with solitary lupins. Lupin knights sometimes befriend lupasi, in which case they accompany the knights out of friendship, not servitude. To do this, a lupin knight must live with a pack of lupasi for 1 full year.

The den of a lupasus may be a cave, a thicket, or a hole in the ground. The breeding season is in the spring, and the female has a litter of three to nine cubs. The cubs normally stay with the parents until the following winter, when they start to fly. Parents and young constitute a basic pack, which establishes and defends a marked territory. Larger packs may also assemble, particularly in the winter. Packs will always have designated leaders.

Ecology: Wild lupasi usually prey on small animals and birds. When lupasi hunt more dangerous animals, they always hunt in packs, with a close degree of cooperation.

Lupasus pelts are thick and beautiful, often bringing high prices (in excess of 100 gold pieces in good condition) on the black market. Except in self-defense, killing a wild lupasus is against the law in Renardy, and possessing a lupasus pelt (however obtained) is a hanging offense.

LUPIN

CLIMATE/TERRAIN:	Any
FREQUENCY:	Common
ORGANIZATION:	Band
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	K
ALIGNMENT:	Any (usually good)
NO. APPEARING:	2d6
ARMOR CLASS:	10
MOVEMENT:	12
HIT DICE:	2
THACO:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	By weapon
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Detect invisibility
MAGIC RESISTANCE:	Nil
SIZE:	M (5'-7' tall)
MORALE:	Average (8-10)
XP VALUE:	65 or per level (120 w/Legacy)



Lupins are canine humanoids. While a few sages believe the creatures descended from a cross between gnolls and humans, many others argue that they are an offshoot of true werewolves (although lupins abhor all types of lycanthropes). Once nomads in the Yazak Steppes, lupins have established a fairly advanced civilization in the kingdom of Renardy.

Lupins look like furred humans with canine heads. Their short fur ranges from tan to black, with rare instances of white. An individual lupin's fur is usually one color, perhaps with some small touches of another lighter color around the muzzle, hands, and feet, but a few individuals have spots. Like humans, lupins have comparatively long hair on their heads. This is often a shade darker than the lupin's body fur, though it turns gray or white with age. Lupins usually wear their hair long and straight, though braids are not unusual.

Lupins are built much like humans, and their eyes resemble human eyes, with irises of blue, brown, or green. They also have short tails, about 2 feet long. A lupin's limbs are human in appearance, though the hands are furred on the back and have dark, leathery palms, and the feet are furred on top and have leathery soles.

Lupin personalities range widely, but most tend to be loyal to friends and somewhat rude to strangers, testing their tolerance. They are usually of good alignment, though some are neutral, and a few are evil.

The lupins of Renardy have two native languages. Renardois is spoken by all but the lowest classes in Renardy. The lupin racial language, known as Lupin, consists of barks and howls. This language is spoken mostly by peasants in Renardy.

The Red Curse: Lupins acquire Legacies, and they require *cinnabryl* to ward off Affliction.

Combat: Like humans, lupins usually attack with weapons, also using the same range of arms as humans. A lupin often carries weapons made with silver or *red steel* in case it should run into a lycanthrope.





Wheellock pistols are common among lupin warriors.

Warriors and priests are common in lupin society, but wizards and rogues are not unusual. A lupin ranger always chooses some kind of lycanthrope as its hated enemy, usually werewolves. Most of Renardy's nobles and knights are Beast Riders, who are all considered knights of the kingdom. Lupin Beast Riders have either dire wolf or *lupus* mounts. A beast Riders almost never uses a wheellock, both because the noise from the weapon tends to startle its mount and because most consider such weapons dishonorable.

Lupins with pure white coats are often natural spellcasters. Those gifted in this way are nearly always adopted by mages or priests and taught the appropriate craft.

Special Abilities: Lupins have infravision with a range of 60 feet. They also have excellent senses, giving them six special abilities: detecting lycanthropes, detecting invisible or ethereal beings, blind-fighting, tracking, odor recognition, and noise detection.

A lupin has a 99% chance to recognize a werewolf in any of its forms, and a 15% chance to recognize other lupins in unusual forms.

When confronted with invisible creatures, a lupin receives a +4 bonus to any saving throws made for detection (as explained under "Invisibility" in Chapter 13 of the DMG). A lupin automatically gets a saving throw (with the bonus) when an invisible creature approaches within 10 feet, and for each round the invisible being remains that near. The lupin does not automatically know where the invisible creature is, just that it is nearby. Locating it requires other clues. A lupin can also use this ability to detect the presence of ethereal creatures, such as ghosts, phase spiders, or someone wearing *plate mail of ethereality*. The lupin recognizes the difference between ethereal and invisible creatures, but it gains no special attack or defense capabilities against ethereal beings.

Lupin characters automatically gain the blind-fighting proficiency without spending nonweapon proficiency slots. They also have the tracking ability, with a score equal to half their Wisdom (rounded up). A lupin character who spends slots to take the tracking proficiency gains the ability at full Wisdom rating, like rangers of other races. Lupin rangers have the ability at a rating equal to their Wisdom score with a +6 bonus.

Lupins can also recognize the smell of a person or creature they have encountered before. Recognition of a particular race is automatic, but the lupin must make a successful Intelligence check to recognize a

particular individual by smell. Perfumes or strong odors in the area can give the lupin a -1 or -2 penalty to this ability, depending on the strength of the odors.

A normal lupin has a 35% chance to detect noise as thieves do. This chance increases by 2% per level after the first. Lupin thieves begin at 35% as well (which is the normal 15% of thieves, plus a 20% racial bonus), and gain their races' bonus of 2% per level; they can also improve upon this ability by adding percentage points from the 30 points per level that thieves receive.

Because of their acute senses, lupins receive a -2 penalty on all saving throws against attacks based on odor (such as those made by ghosts or *stinking cloud* spells) or sound (such as a banshee's wail or a harpy's song).

Lupins are repelled by wolfsbane. The substance is poisonous to them (even more so than it is to humans). Wolfsbane ingested by a lupin acts as Type J poison. (A failed saving throw vs. poison indicates death, while success indicates the loss of 20 hit points.) Fortunately, the keen senses of a lupin nearly always alert it in time to avoid ingesting the substance. If wolfsbane is somehow injected into a lupin's bloodstream, it acts as Type P poison. (A failed saving throw causes a 50% drop in all ability scores for 1d3 days.)

Habitat/Society: The lupins of Renardy have long imitated the humans of the Savage Baronies, mimicking their arts, nobility, hereditary laws, and philosophies. Like the humans of the Savage Coast, the lupins have a fair level of civilization and technology. The kingdom of Renardy is a merchant power with a large middle class and much diversity among its people. Most commoners are farmers and herders.

Though lupins once roamed the steppes and plains in nomadic bands, except for wandering adventurers, they are now a settled people. Some traditions still remain from nomadic days, however, such as Beast Riders, who are now considered part of the upper classes, if not actual nobility. The country has a strong feudal government, and it can raise an army for national defense within a matter of days. Renardy's borders are carefully patrolled for goblinoid incursions.

Towns in Renardy are typically wood or stone houses surrounding a central keep or castle. At one time, all towns were small enough that the people could flee to the castle in times of trouble, but this is no longer the case. Refugees from recent wars have clustered around the remaining keeps, which would now have a hard time defending all who now live



nearby.

Lupin family life is similar to that of humans. Adults usually marry before having children, who are then cared for by both parents until they reach adulthood. Young lupins usually have some freedom in choosing their mates and professions, but the family can influence both choices. Nobles occasionally marry outside their class, but the middle class tends to reject marriages of nobles to peasants.

Ecology: Lupins are great producers of wine, grain, dairy products, cloth, wool, and works of art; they also extract amber and sapphires from their mines. A great deal of their exports channel through the Free City of Dunwick, a city of merchants located at the heart of the sacred turtle lands.

Lupins are on friendly terms with humans, elves, and dwarves. They do have occasional territorial disputes with the rakastas, but otherwise they bear them no animosity. They dislike phanatons, whose screeching hurts their ears, and they view caymas, shazaks, gurrash, and tortles as savages of varying degrees. Lupins dislike goblinoids and hate all evil canines, especially werewolves.

LYRA BIRD, SARAGÓN

CLIMATE/TERRAIN:	Temperate or subtropical plains
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Day
DIET:	Insectivore
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	7
MOVEMENT:	Fl 18 (A)
HIT DICE:	1 hp
THACO:	Nil
NO. OF ATTACKS:	0
DAMAGE/ATTACK:	Nil
SPECIAL ATTACKS:	Spell-like abilities
SPECIAL DEFENSES:	Aura of protection
MAGIC RESISTANCE:	Nil
SIZE:	T (4'-5' long)
MORALE:	Unreliable (2-4)
XP VALUE:	65



The Saragón lyra bird is a tiny, colorful bird about the size of a hummingbird. It has a long, pointy beak which it uses to prey upon small insects, especially parasites like cardinal ticks and Inheritor lice. Mages of Saragón (possibly with the surreptitious aid of an Immortal) once created these beautiful birds to rid their land of parasites attracted to *cinnabryl*, Legacies, and *vermeil*. Their attempt was partially successful. The lyra bird reduces a host's parasitic infestation down to 5%, at a rate of 1% per day. The lyra bird then flies away and seeks creatures with a greater degree of infestation.

Lyra birds are brightly colored and iridescent, commonly metallic green or blue on top. The throat of the male lyra bird is often glittering red, blue, emerald-green, or greenish-bronze. The underbelly is usually white, although some lyra birds have a soft tan underbelly.

The Red Curse: Lyra birds never acquire Legacies or require *cinnabryl*.

Combat: The lyra bird actively avoids confrontation and will flee from any threat, but it does have several defensive capabilities. As a magical creature, the lyra bird has a continual aura of *protection from evil*, 10' radius. Three times per day, the lyra bird can also use the following spell-like abilities when it sings: *charm*

person, *charm monster*, and *charm plant*. A creature that has been charmed by a lyra bird will defend the bird to the best of its abilities.

Unlike a normal creature encounter, no experience points are awarded for killing or "defeating" a lyra bird. Instead, people who have a significant encounter (such as hearing one sing or hosting one for a time) with a lyra bird should get the experience point award.

Habitat/Society: The Saragón lyra bird is usually found in the company of another creature. It is rare to see more than one lyra bird in an area, although occasionally a mated pair will share the same territory or symbiont. Mated pairs build beautiful, fragile egg-shaped nests, covered with lichens,



spider webs, and small pieces of bark. Eggs are incubated only by the female. Males are slightly smaller than females, but in spite of their tiny size, they are fiercely territorial. They will do their best to chase other lyra birds out of their nesting area.

Legend states that "no man may strike another" if a lyra bird is singing within hearing distance. This is not true, but the power of belief is so strong that fights will often instantly stop if a lyra bird starts singing nearby. The lyra bird is often seen as a symbol of peace and hope.

Ecology: The marvelous song of the lyra bird often attracts parasite-infested creatures like voats, cinnavixens, juhrions, or even sometimes a Slagovich juggernaut. Once attracted, these creatures may develop a symbiotic relationship with the lyra bird, which relieves them of their parasitic afflictions by eating the parasites. The bird dies if deprived of its diet of parasites for a whole week.

It is thought that killing a lyra bird will bring a mild curse upon the culprits. Suitable curses include a -2 penalty to all combat rolls and saving throws or a -4 penalty to proficiency checks. The curse could be lifted if the victim performed an appropriate penance as directed by a high-level druid.

A lyra bird in captivity will quickly sicken and die. Killing a lyra bird in this fashion is rumored to bring a permanent, debilitating curse (such as the permanent and irrevocable acquisition of an Affliction).

CLIMATE/TERRAIN:	Any (prefers jungle)
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	E
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1 (1d2)
ARMOR CLASS:	3
MOVEMENT:	6
HIT DICE:	9
THAC0:	11 (8 w/pincers)
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1d10+8/1d10+8/1d6
SPECIAL ATTACKS:	Acid slime, poisonous breath
SPECIAL DEFENSES:	Hit only by magical or <i>red steel</i> weapons, immune to acid and poisonous gas
MAGIC RESISTANCE:	30%
SIZE:	L (12' tall)
MORALE:	Champion (15-16)
XP VALUE:	6,000

The malfera is a foul creature summoned from the Dimension of Nightmares, where many bad dreams are bred and released into the minds of sleeping people. A malfera appears only through acts of powerful mortal magic or through the will of an Immortal.

A malfera has a large, elephantlike face and a short prehensile trunk, flanked by large fangs. Its head is topped by large crescent-shaped ivory horns. The chest is a mass of slimy, short tentacles resembling tube worms, and its long, muscular arms end in large, jagged pincers. Its black skin is wrinkled and leathery, much like the skin of an elephant, and it has a prominent weblike network of red veins running all over its skin. Its eyes glow a deep crimson.

The Red Curse: As an extradimensional creature, the malfera does not acquire Legacies or require cinnabryl.

Combat: In combat, a malfera attacks with its pincers and fangs. The malfera has an effective Strength of 20 and gets appropriate strength bonuses with its pincers. If both pincers successfully hit a single target, the malfera drags the victim to its chest during the next round, automatically trapping it in the tentacles. The tentacles are coated with a thick, acidic slime which does 2d6 points of damage each round. The victim is entitled to a saving throw vs. poison each

MALFERA





round; if successful, the victim takes no poison damage that round.

If the victim has a Strength of 15 or less, the victim can be freed only when the malfera is killed. With a Strength of 16 or greater, the victim can wrestle free with a successful bend bars check. A victim can attempt this only once.

In addition, the noxious, rancid breath of a malfera is equivalent to type J ingested poison with an onset time of 1d4 minutes. Each time the malfera succeeds with a bite attack, its victim must make a successful saving throw vs. poison with a +3 bonus or die. Even if the saving throw succeeds, the victim still takes 20 points of damage.

Malferas are immune to acid and poisonous gas and can be struck only by magical or *red steel* weapons.

Aside from its combat abilities, a malfera can *detect invisibility* at will, and it opens all doors as if it had a permanent *knock* spell.

Habitat/Society: While on the Prime Material, malferas are loners. They are also rapacious and wasteful carnivores. A malfera will often kill intelligent humanoids, eating only the heart and leaving the rest of the body to waste and rot. Malferas also take trophies from their victims.

Ecology: Malferas are not part of the natural world and exist on the Prime Material only at the whim of some powerful creature. Luckily, a malfera must return to its hideous home once it has accomplished its mission.

The malfera is a jungle nightmare, preferring to stalk in hot areas overgrown by jungle. These creatures are firmly entrenched in the myths of the inhabitants of the Orc's Head Peninsula, especially among the orcs of the Dark Jungle.

For some unknown reason, malferas will never attack wallaras. This may be because malferas are nightmare creatures, and the wallaras are often protected by wallaran spirits, powerful beings that dwell in the Dreamworld.

A malfera may be summoned to the Prime Material by an evil mage using a spell like to the 5th-level mage spell *conjure elemental*. An evil priest may also summon a malfera by using a variant of the 6th-level priest spell, *conjure fire elemental*.

MANSCORPION, NIMMURIAN

CLIMATE/TERRAIN:	Tropical or subtropical deserts or caves
FREQUENCY:	Rare
ORGANIZATION:	Squad or city
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Low to Genius (5-18)
TREASURE:	J, K, M, Q, (F, Ux10)
ALIGNMENT:	Neutral evil
NO. APPEARING:	8 or more
ARMOR CLASS:	7
MOVEMENT:	12
HIT DICE:	6-12
THAC0:	6 HD: 15 7-8 HD: 13 9-10 HD: 11 11-12 HD: 9
NO. OF ATTACKS:	3 (claw/claw/tail)
DAMAGE/ATTACK:	1d4+1/1d4+1/1d4 (or by weapon)
SPECIAL ATTACKS:	Poison
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	L (6' tall, 4' long plus 10' tail)
MORALE:	Champion to Fanatic (15-18)
XP VALUE:	6 HD: 975 (1,400 w/Legacy) 7 HD: 1,400 (2,000 w/Legacy) 8 HD: 2,000 (3,000 w/Legacy) +1,000/additional HD

These part-human, part-scorpion creatures are sophisticated and civilized, while still cruel and self-serving. Welcomed by the original Nimmurians (winged minotaurs called enduks), the manscorpions betrayed their trust, drove them out, and assumed their cultural identity.

A manscorpion has a human torso and a bony-plated arachnoid body with eight legs and a long tail tipped with a wicked stinger. Its hands have two thick fingers and a thumb. Originally dark-skinned and hairless, the Nimmurian manscorpions were cursed by Idu (an Immortal) to burn in sunlight. Due to a long sojourn underground, they have become translucent, making their internal organs visible. They cover their bodies with make-up, both to cover the



awful sight and to protect them from the sun's rays. When outside, all manscorpions wear masks with terrible grimaces. These cover their faces and provide protective dark lenses for their sensitive eyes.

The Red Curse:

Any manscorpions who wander into the cursed lands are susceptible to the Red Curse. They acquire Legacies and require *cinnabryl*.

Combat: A manscorpion claws at opponents in front and swings

its tail, striking on any side. The poison of a 6-8 HD manscorpion causes those who fail their saving throws vs. poison to fall asleep for 2d8 rounds. Poison from a 9-10 HD manscorpion causes 3d8 points of damage on a failed saving throw vs. poison. Poison from an 11 HD or greater manscorpion is deadly, instantly killing any victim that fails a saving throw vs. poison with a -2 penalty.

Manscorpions have 60-foot infravision. Also, if a manscorpion wears armor of AC 7 or worse, its AC is improved by only 1 point. Manscorpions cannot swim; water dissolves their protective make-up in 1d4 rounds.

If caught in direct sunlight without make-up, a manscorpion suffers 1d6+2 points of damage per round until pulled underground or make-up is completely applied; its Dexterity and Morale also drop to 3, it moves at half speed, and it automatically loses initiative. After one turn of continuous exposure, it bursts into flames and dies. Reflected sunlight (moonlight or mirror reflections) inflicts 1d3 points of damage to any manscorpion not wearing make-up; Dexterity and Morale drop to half normal. A manscorpion with partial make-up (50%-99% of body covered) caught in direct sunlight suffers as if caught in reflected light.

Habitat/Society: Nimmurian manscorpions are organized and efficient. Most manscorpions, even those

ostensibly living on the surface, have underground lairs to which they retreat.

Greedy, treacherous, and self-serving, the leaders of the various dominions constantly seek ways to weaken their rivals. They hate all other life and seek to dominate and subjugate other creatures. Enduks are particularly mistreated.

Nimmurian manscorpions have two Immortal patrons: Atzanteotl—the corrupter of civilizations, who seeks to destroy all surface life; and Nin-Hurabi (Nyx)—the lady of darkness, who wants undead to take over the world.

Ecology: Manscorpions eat practically any meat, including carrion. No normal creature preys on them.



MYTHUINN FOLK

CLIMATE/TERRAIN:	Any arctic or mountain-top
FREQUENCY:	Rare
ORGANIZATION:	Village
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	Nil (A)
ALIGNMENT:	Any good
NO. APPEARING:	2d4
ARMOR CLASS:	3
MOVEMENT:	6
HIT DICE:	1/2
THAC0:	20
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d2
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Invisibility, <i>dimension door</i>
MAGIC RESISTANCE:	Nil
SIZE:	T (6'-9' tall)
MORALE:	Steady (11-12)
XP VALUE:	65

Mythuinn folk look like cute, shaggy teddy bears, roughly the size of a human hand. They have big, deep-brown eyes and white, brown, or black fur. They are ice-





dwellers who live high in the mountains surrounding the ee'aar kingdom on the Arm of the Immortals.

Mythuinn folk have a completely different name for themselves, but no outsider can pronounce it. They have their own language, but their voices are too high pitched and fast for humanoid hearing. Some mythuinn speak the ee'aar dialect, which they must speak very slowly.

Any man-sized or larger humanoid must

make a successful hear noise check to understand the speech of the mythuinn.

The Red Curse: Few mythuinn inhabit cursed lands; those who venture there never acquire Legacies or need cinnabryl.

Combat: Mythuinn folk avoid combat if at all possible, using their ability to become invisible or cast *dimension door* at will. If hard pressed, they fight with tiny javelins and bows, which inflict 1d2 points of damage.

Mythuinn are very hard to catch due to their size and extremely high Dexterity. It is difficult for a humanoid to even see one of the mythuinn, unless it makes a special effort to stand still for inspection. The tiny folk move so fast that most people see only a blur or feel a slight breeze. However, because they do have trouble covering long distances, their overall movement rating is low.

Mythuinn also bring good luck to their friends, allowing them to reroll a failed saving throw or ability check once per day, provided that the mythuinn is in physical contact with the person at the time.

Any encounter with the mythuinn is likely to be a role-playing rather than combat encounter. The DM should award experience points to anyone who has a significant interaction with the mythuinn.

Habitat/Society: Most mythuinn are extremely curious, wanting to see everything—and the sooner the better. Mythuinn sometimes even accompany adventurers of good alignment for brief periods of time. Such adventurous mythuinn quickly learn the language of their “Big Folk” friends so that they can communicate.

Ee'aar travelers often carry mythuinn for good luck.

Mythuinn are sociable and dwell in icy caves high on the mountain-tops. Their wondrous villages are carved and shaped from the ice—miniature fairy-villages, sparkling like cut diamond in the light. Mythuinn protect their villages with patrols, each carrying a horn to sound an alert if necessary. A village can contain several hundred mythuinn.

Individual mythuinn carry little or no treasure. However, their villages contain at least a full treasure type A.

Ecology: Tymnids prey upon mythuinn, pursuing the tiny folk relentlessly. Mythuinn folk sometime hide in aeldar webs to elude these predators.

Mythuinn live fast—about ten times as fast as most humanoids. A one year sojourn to see the world with a “Big Folk” friend seems like a decade to one of the adventurous mythuinn. They live eight to ten years, although to them it seems like 80 to 100 years.

Mythuinn mate for life; if one partner dies, the other partner then sickens and dies. A mated pair of mythuinn will have three to five offspring during their fertile years. Twins are fairly common.

NAÁRUK

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	Non- (0)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	5
MOVEMENT:	6, Fl 24 (C)
HIT DICE:	12 (50 hp)
THAC0:	9
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	3d8
SPECIAL ATTACKS:	Charge
SPECIAL DEFENSES:	Hit only by +2 or better magical weapons, spell immunities
MAGIC RESISTANCE:	Nil
SIZE:	L (10' tall)
MORALE:	Fearless (20)
XP VALUE:	11,000





Built by enduk priests in their grand temples, the naâruk is a golem which looks like a 10-foot-tall winged bull. The naâruk is usually fashioned of gleaming bronze with extremely lifelike workmanship. Naâruks stand dormant and still most of the time, appearing as statues. When active, however, a naâruk's eyes glow a soft green color.

The naâruks give the enduks the ability to rapidly reposition troops and support personnel. During a special religious ceremony, up to 10 enduk warriors or clerics of the same faith may meld (as per the Meld Legacy) into this golem and use it as a long range transportation device. While melded, all occupants remain unconscious, vulnerable only to things that damage the naâruk. The naâruk then flies back to its temple of origin after releasing all of its occupants.

The Red Curse: As created beings, naâruks never acquire Legacies or require *cinnabryl*.

Combat: Like most other golems, a naâruk is merely able to execute fairly detailed, linear instructions. They have difficulty handling conditional instructions.

A naâruk has a Strength of 23 for purposes of breaking or pulling things, and opponents require +2 or better magical weapons to hit a naâruk. The naâruk is immune to most spells. A *gust of wind* spell slows the naâruk for 1d4 rounds, and it ignores all other spells.

If the naâruk gets a flying start of at least 60 feet, it charges, inflicting double damage. Naâruks count as +2 weapons for purposes of hitting creatures struck only by magical weapons.

Naâruks do not normally participate in battles, but they will defend themselves if attacked. These sacred creatures are reserved for holy wars. They will, however, attack creatures interfering with their goals. If necessary, a naâruk can release some or all of its occupants to assist in defense. If destroyed, a naâruk instantly releases all of its melded occupants.



Damage to the naâruk may only be healed at its home temple. Repairing a naâruk requires a *produce fire* spell and costs 100 gp in materials per hit point of damage repaired.

Habitat/Society: Most enduk temples keep at least one of these constructs as a guardian. Part of the duty of the enduk clergy is to keep the naâruk in top-notch operating condition. Many a neophyte enduk priest has spent countless hours hand-polishing the gleaming bronze flanks of the temple naâruk, learning *h u m i l i t y*, perseverance, and the honor of a task well-done.

Many enduks believe that the spiritual condition of the temple and the physical condition of the temple naâruk are linked. To them, a shiny, well-maintained naâruk indicates a healthy temple. Likewise, a naâruk with a bit of tarnish or a hitch in its step indicates corruption in the temple.

Ecology: The naâruk is a golem, a magical construct. As such, it plays no part in the world's ecology. A naâruk does not eat, sleep, or drink, and "lives" only until its body is destroyed.

Only the enduk priests know the secret of constructing a naâruk. It requires raw materials worth 40,000 gp and vestments worth 20,000 gp (which are not consumed) and requires a head priest of 16th level or higher. The head priest must have at least eight assistant priests, each of 8th level or higher. The ritual must be performed in a consecrated enduk temple.



NESHEZU

CLIMATE/TERRAIN:	Tropical or subtropical forest
FREQUENCY:	Common
ORGANIZATION:	Tribal
ACTIVITY CYCLE:	Night
DIET:	Omnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	L (C, O, Qx10, S)
ALIGNMENT:	Chaotic evil
NO. APPEARING:	3d10x10
ARMOR CLASS:	6 (10)
MOVEMENT:	6, 15 (brachiating)
HIT DICE:	1
THACO:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d8 (weapon) + 1 (Strength bonus)
SPECIAL ATTACKS:	Uses poison
SPECIAL DEFENSES:	Forest cover
MAGIC RESISTANCE:	Nil
SIZE:	M (4'-5' tall)
MORALE:	Steady (11-12)
XP VALUE:	65
3 HD	175
5 HD	420
8 HD Priest	3,000

Neshezues resemble large orangutans, with slight orc and goblin features. An adult male attains a height of about 5 feet and a weight of about 175 pounds. Females are about three-quarters of this size. All neshezues have thick reddish-brown hair and an orclike facial structure. Neshezues are almost exclusively arboreal, with limbs adapted to swinging through trees; their extremely long arms can have a span exceeding 7 feet. Their legs are short and ill-suited for walking or running. Neshezues are evil, cunning, and intelligent.

The Red Curse: Neshezues do not acquire Legacies or require *cinnabryl*.

Combat: Some neshezu warriors (about 10%) carry wheellock pistols in addition to more conventional armaments. Neshezues favor scimitars, daggers, and other traditional pirate weapons. Neshezu warriors coat their weapons with poison as a matter of course, usually type O or P injected poison.

Neshezues are night creatures of the deep, shadowy forest. They dislike bright light and suffer a -1 penalty to their attack rolls in sunlight. Neshezues have

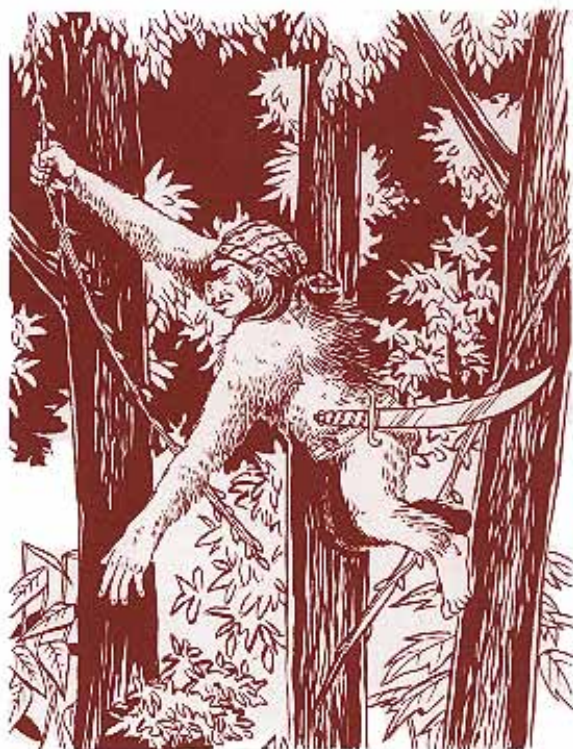
infravision with a range of 60 feet. Because of their derivation from orangutans, all neshezues are extremely strong, receiving a +1 damage bonus due to Strength on all melee attacks.

Neshezues can climb trees at MV 12 and can brachiate from limb to limb or vine to vine at high speed (MV 15).

Neshezues favor ambushes in combat, using a variety of vines and nets to entangle their enemies. They prefer to strike from cover with hit-and-run tactics. In the forest, a neshezu not directly engaged in melee combat has an AC of 2.

For every 25 neshezues in a tribe, there will be a 3 HD leader who fights as a 3rd-level fighter. The leader will have three assistants, each with 8 hit points and a wheellock pistol. For 150 or more neshezues, there will be a 5 HD chieftain who fights as a 5th-level fighter and his six 2 HD bodyguards, each with a wheellock pistol and a +2 damage bonus on melee attacks. There will also be one shaman (maximum 8th-level priest) for every 100 neshezues.

Habitat/Society: Neshezues form loose clans in the western Herathian forest, and the Herathians have tried unsuccessfully to rid their forests of these hairy beasts. The neshezu organization resembles that traditionally found among seagoing pirates. Leadership in the clans is based upon brute strength, cruelty, deceit, and betrayal.



Neshezu villages are built high in the treetops on platforms of wood and woven vines. Travel requires swinging on vines, balancing on narrow branches, and gripping “safe” points that are too far apart for most humanoids to reach.

The ancestors of neshezues had a patriarchal society with little use for females other than bearing children and doing hard work. This has changed for the neshezu, since the female neshezues possess the deadly poison lore. Female neshezues are particularly fond of subtle, multi-part ingested poisons. Victims will be unaware that they have been poisoned until it is far too late. The poison lore preserves an respectful truce between the two sexes. Many a neshezu leader has earned (and kept) his position because his wife was particularly skilled with poisons.

Ecology: Neshezues have an average life span of about 30 years. Although they prefer to eat raw, fresh meat, neshezues will eat just about anything.

NIKT'OO

CLIMATE/TERRAIN:	Forest, shorelines
FREQUENCY:	Uncommon
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	5 (6)
MOVEMENT:	6, Sw 18
HIT DICE:	3
THACO:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	3d4
SPECIAL ATTACKS:	Sever hand or foot
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	L (10'-12' long)
MORALE:	Average (8-10)
XP VALUE:	270

These large, turtlelike creatures serve as mounts for the more intelligent tortles. Nikt'oos are amphibians, and their shells are just hard layers of leathery skin underlaid with large, bony plates. The skin of a nikt'oo is usually olive, and its back is spotted with brown

and yellow. Their large, round eyes are deep black in color. Nikt'oos are longer and stronger than horses, though only half as high. An adult female nikt'oo will often weigh more than 2,500 pounds.

Their feet make nikt'oos slow land creatures, though they can swim faster than many fish (above or under the water). These strong creatures can run for days without rest and, at half their normal movement, swim indefinitely (eating and even sleeping while they move, waking just long enough to make course corrections). A nikt'oo can carry up to 600 pounds without slowing, up to 900 pounds at half speed, and up to 1,200 pounds at 1/3 normal movement speed.

The Red Curse: Nikt'oos acquire Legacies and require *cinnabryl*. Because most nikt'oos cannot acquire this magical metal, they have a high percentage of Affliction.

Combat: A nikt'oo can deliver a vicious bite, and on an unadjusted roll of 20, it severs the hand or foot of an attacking man-sized or smaller creature. These giant creatures are usually quite passive, not biting unless severely provoked. However, they can be trained to bite on command. Evil snappers often train their mounts to behave this way.



Because nikt'oos do not have shells, they cannot their head and limbs for protection. They have bony heads and backs, which are AC 5. The legs are the most vulnerable parts (AC 6 instead of AC 5). Opponents near the extremities of a nikt'oo are assumed to strike these vulnerable areas.

Habitat/Society: Most nikt'oos are domesticated and can be found in the company of tortles or snappers. The small number of wild nikt'oos tend to be very skittish of humanoids, fleeing if given an opportunity. During mating season, all nikt'oos become aggressive and bad tempered.

Sailing ships sometimes encounter nikt'oos far out in the ocean. Nikt'oos out in the ocean seem to be more relaxed and will sometimes swim parallel to a sailing ship. Sailors believe that a major curse will befall anyone who kills such a nikt'oo.

A properly trained female nikt'oo can be used as



an amphibious beast of burden, capable of carrying goods in the water and on land.

Ecology: Wild nikt'oos who reach adulthood live for about 90 years, while domestic nikt'oos often live as long as 150 years. Female nikt'oos each lay 5d6 eggs every year, burying the eggs above the tide line on a warm beach. Hatchlings are extremely vulnerable to disease, ecological contamination, and sea predators. In the wild, less than 5% of nikt'oo offspring survive to reach adulthood.

Male nikt'oos spend most of their lives in the water; they weigh so much that they dislike leaving the water. They will leave the water if the female is threatened while egg-laying. Out of water, they suffer a -2 penalty to hit and suffer 2 points of damage per round from the dryness.

The male and female nikt'oos bellow to each other while the eggs are being laid, providing constant reassurance. Otherwise, the nikt'oos never make any vocal sounds.

For the most part, nikt'oos subsist on jellyfish, mollusks, and seaweed. They are not edible by most humanoid races, but snappers sometimes eat them.

A nosferatu is a powerful and fearsome undead creature that strongly resembles a vampire. Unlike its dark cousin, the nosferatu neither drains levels nor fears sunlight. However, most people fear nosferatu despite the fact that some nosferatu are not necessarily evil. These creatures are the victims of a dark fate, torn between pain, thirst, and disgust. Though nosferatu hunger for blood, they occasionally show compassion.

These undead creatures are not easily detectible. A nosferatu can easily mingle with mortals since its true nature is not obvious. It retains the abilities of its former class, as well as its new undead powers. It appears monstrous only when attacking. Like a vampire, however, a nosferatu has no shadow or reflection.

The Red Curse: Nosferatu do not acquire Legacies or require *cinnabryl*. However, a nosferatu could feasibly pose as an Inheritor, passing off its supernatural abilities as Legacies.

Combat: Its undead nature makes a nosferatu abnormally strong. At worst, a nosferatu has a Strength of 16. Its Strength otherwise remains what it was when the nosferatu was alive. Because nosferatu do not possess the

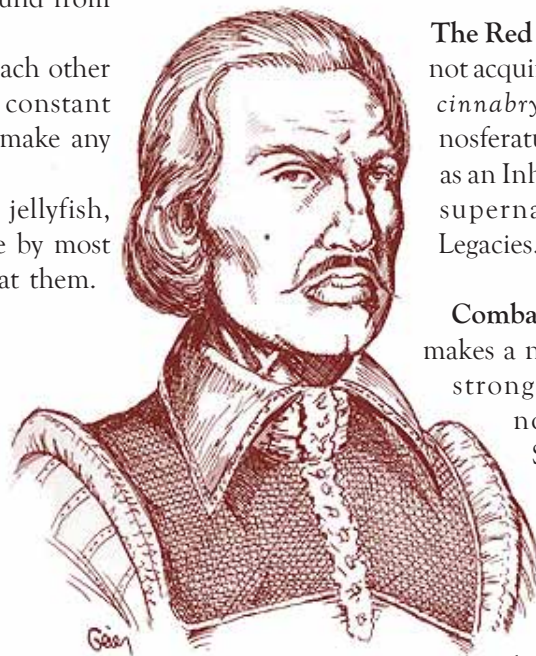
ability to drain levels, they often rely on weapons or spells for combat.

A nosferatu can charm anyone foolish enough to stare into its eyes, as per the *charm person* spell. Victims may attempt a saving throw with a -2 penalty to avoid being charmed. Once it has entranced a victim in this manner, a nosferatu may make a *suggestion*, as per the spell. This often allows a nosferatu to get past guards without raising an alarm.

Weapons of less than +1 enchantment remain harmless to nosferatu, and if wounded, a nosferatu regenerates 1 hit point per round. If reduced to zero hit points, a nosferatu adopts a *gaseous form* and flees to its coffin. After eight hours in its coffin, the nosferatu regains its corporeal form. A nosferatu will die if it fails to return to its coffin within 12 turns of being defeated in combat.

NOSFERATU

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Blood
INTELLIGENCE:	Average to Genius (8-18)
TREASURE:	F
ALIGNMENT:	Any, usually evil
NO. APPEARING:	1
ARMOR CLASS:	2
MOVEMENT:	12, Fl 18 (C)
HIT DICE:	7-9
THACO:	As per equivalent class and level
NO. OF ATTACKS:	1 (bite)
DAMAGE/ATTACK:	1d4 or by weapon
SPECIAL ATTACKS:	Charm, class abilities
SPECIAL DEFENSES:	Hit only by +1 or better magical weapons, regeneration, spell immunities
MAGIC RESISTANCE:	Nil
SIZE:	M (5'-7')
MORALE:	Champion (15-16)
XP VALUE:	8,000 (minimum)





Sleep, *charm*, and *hold* spells, along with poisons and paralysis, do not affect nosferatu. Spells based upon cold or electricity cause only half damage.

A nosferatu can assume a *gaseous form* at will, during which time it is immune to physical attacks. In addition, nosferatu can *shape change* into a large bat at night or a raven during the day. All nosferatu have the ability to *spider climb*. Nosferatu can also *summon animals*—1d100 rats or bats in a subterranean environment or 3d6 wolves in the wilderness. Summoned animals arrive in 2d6 rounds.

A strong garlic smell will keep a nosferatu at bay. They are unaffected by the sight of clerical symbols, and only clerics of the opposite alignment or those specialized in hunting undead can turn nosferatu. These undead creatures suffer no ill effects from contact with clerical symbols or holy water.

Nosferatu generally avoid running water, because like their vampire kin, being immersed in running water for three consecutive rounds will destroy them. A wooden stake through its heart will accomplish the same result, although if the stake is removed, the nosferatu begins regenerating hit points. To completely destroy a staked nosferatu, it must be beheaded and have its mouth stuffed with dirt taken from ground dedicated to a good deity. Vampirism is an evil curse, and even the rare good-aligned nosferatu is vulnerable to the cleansing power of a good deity. In this case, the deity is not necessarily acting against the nosferatu, but against its evil curse.

Nosferatu cannot enter a personal residence without an invitation from a resident, but once invited, the nosferatu may come and go freely. Magical charm, disguise, or any other trickery used to obtain the invitation is still enough to allow nosferatu entrance to someone's home.

Human or humanoid victims may later become a nosferatu *only if the original undead wishes it*. If so, the victim rises from the dead three days after being drained of blood, unless its body was burned or totally destroyed. The victim remains under its killer's control. If the latter is killed, all the victims become self-willed.

Nosferatu always retain all the memories, abilities, skills, and restrictions of their former character class and level. A character of higher level than the maximum Hit Dice drops to the maximum. A character with fewer than the minimum Hit Dice increases to the minimum. For example, a 12th-level mage would return as a 9 Hit Die nosferatu with spells appropriate to a 9th-level mage; likewise, a 5th-level cleric would rise to a 7 Hit Die nosferatu with clerical spells equivalent to a 7th-level cleric. After this change

has taken place, the nosferatu can continue to gain experience and levels. It is difficult for a nosferatu to change and grow, however, so it must earn three times the normal number of experience points in order to advance a level. Clerical spells no longer come from the original Immortal patron, unless the nosferatu has the same alignment.

Most ability scores remain the same, but Strength must be at least 16. A Constitution score is no longer required. Clerical and warrior nosferatu may wear armor, although it will not improve their Armor Class. Weapons used in combat must be appropriate to the former character class.

Habitat/Society: Nosferatu can dwell anywhere. They are found especially in the Eastern City-States like Slagovich, Zvornik, etc. Most often, a nosferatu will be a person of some importance in the region (a dashing nobleman, a reclusive wizard, the lord of a domain, etc.). These undead do not feel the morbid need of their vampire kin to dwell in cemeteries and other sinister places of death. Nosferatu seek the living whose blood they crave.

Being close to the world of the living, nosferatu feel at ease with unsuspecting mortals. In relative terms, nosferatu also tend to think less and act more compared to the vampire. While a vampire might spend a century brooding and scheming, a nosferatu will spend perhaps a decade. Nosferatu often need to change identities to hide the fact that they do not age or die. Clever disguises to modify the nosferatu's apparent age or impersonating its own offspring remain common tactics. If all else fails, disappearing for a decade also remains a valid option.

Nosferatu enjoy keeping company with others of their kind. An evil or neutral nosferatu and its lesser followers enjoy toying with the living even more. The rare nosferatu of good alignment, however, only occasionally interferes with the affairs of the living in order to preserve its existence or to save loved ones.

Ecology: Each nosferatu makes itself a secret place among the living. Evil nosferatu act more like their vampire kin, while the good-aligned nosferatu exist more as unfortunate victims. Good-aligned nosferatu create other undead only if the victim consents (i.e. a loved one), in which case, the victim's original alignment is preserved.

Evil nosferatu often twist a victim's alignment to reflect its own, but not always. An evil nosferatu could decide to preserve a victim's alignment as a form of torment. Good-aligned victims often seek to destroy themselves or their evil masters. The living always fear





a nosferatu, regardless of its alignment.

All nosferatu crave the blood of the living. A nosferatu can go without blood for no more than a week before pain begins to twist its body. The pain causes all of its ability scores to drop 1 point per day after the first week of fasting, down to a minimum of 9. A nosferatu must drain at least 9 hit points worth of mortal blood per week to avoid this pain. To recover lost ability score points, a nosferatu must drink another 1d4 hit points worth of fresh blood. Nonhumanoid blood serves only to numb the pain for a day, but it cannot restore lessened ability scores.

OMM-WA

CLIMATE/TERRAIN:	Tropical or subtropical water
FREQUENCY:	Rare
ORGANIZATION:	Matriarchal
ACTIVITY CYCLE:	Any
DIET:	Herbivore
INTELLIGENCE:	Low to Very (5-12)
TREASURE:	K (F)
ALIGNMENT:	Neutral (Good)
NO. APPEARING:	1d4+2 or 1d6+14
ARMOR CLASS:	6 (10)
MOVEMENT:	3, Sw 18
HIT DICE:	3
THACO:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d8 (weapon)
SPECIAL ATTACKS:	Burn Legacy
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	L (9'-11' long)
MORALE:	Steady (11-12)
XP VALUE:	175

The omm-was, or “water-people” as they are sometimes called, are large, intelligent relatives of the manatee. These air-breathing, marine mammals are found in tropical or subtropical waters and can move freely from fresh water to saltwater.

Omm-was bear a strong resemblance to their manatee cousins and are only remotely humanoid. An omm-wa has a gray or black corpulent body, which tapers into a horizontally flattened tail. Its flipperlike forelimbs are set close to the head, with small, webbed hands. An omm-wa does not have external hind limbs. Its disproportionally tiny head has a straight snout and a cleft upper lip with bristly hairs. An omm-wa

uses its large, muscular lips for tearing off water plants, and the molars and hard pads at the front of its jaws grind the food. Male also have two small, tusklike incisors. Adult omm-was are 9 to 11 feet long and weigh up to 1,300 pounds.

Omm-wa vision is adapted for life underwater. They have large eyes, and can see more than 300 feet in clear water. In the air, they can see about as well as most humans, but their eyes are very sensitive to light. They are shallow-water creatures, rarely diving deeper than 100 feet. Omm-was may leave the water for no more than thirty minutes at a time.

The Red Curse: Omm-was all acquire Legacies and require *cinnabryl* to ward off Affliction. Most omm-was get the Burn Legacy. An omm-wa Afflicted with this Legacy may not leave the cooling water for more than a few seconds without overheating.

Most omm-was are not too bothered about becoming Afflicted, so this race has a high rate of Affliction. Omm-wa matriarchs supply a limited number of omm-was with *cinnabryl*, since they need a few without Afflictions that can trade with the land-dwellers.

Combat: Omm-was have spell-casting shamans (maximum of 8th level) that gain experience points and levels as priests. About one in five omm-was males can gain levels as a fighter. Omm-wa favor the use of nets in the water, along with spears and tridents for defense. Some omm-was have underwater crossbows, obtained through trade with the Herathians.

For every 30 omm-was, there will be a fighter of 3rd to 5th level. For every 60 omm-was, there will be a warleader who is effectively a fighter of 5th to 8th level. For every family group, there will be a female shaman of 1st to 3rd level. For every 100 omm-was, there will be a wise woman (priest) of 4th to 6th level.

Habitat/Society: Omm-was have a strictly matriarchal society. All authority is held by women. The most senior, grizzled, battle-scarred male warleader will unhesitatingly obey the commands of the most junior omm-wa woman (omm-wa females reach maturity at age 12). The mother is head of the family, and lineage is traced from her. Females inherit rank from their mothers.

Omm-was have two major personality types, divided by gender. Females belong to the mother-nurturer type. Most females revere the Immortal Terra, whom they call “Mother Ocean.” Omm-wa females worship her as the creator and protector of new life. Omm-wa females see it as their duty to nurture and



administer omm-wa society.

Omm-wa males are of the warrior-protector mentality and are somewhat fatalistic. Male ranks are open to challenge and change frequently. Omm-wa males tend to die young, since they serve to protect society. They revere the Immortal Thor (known as Dugong to the omm-was), the patron of bravery and war craft. Males rarely have kits (5% chance), but if they do, they are most likely to be Defenders. An omm-wa male will gladly sacrifice himself to protect a female or young omm-wa. Female omm-was are well aware of this tendency, regarding it as evidence of male idiocy. They feel that if the males were not held in check by the females, they would probably kill themselves off in short order.

Omm-was are great aquaculturalists, tending sprawling underwater farms where they grow a great variety of water plants. Omm-was do most of their



feeding at night, eating directly in the fields. Most of the plants that the omm-was feed on contain silica, which quickly wears their teeth down. To compensate, omm-wa molars move toward the front of the jaw at a steady rate. The front teeth fall out when completely worn, quickly replaced by new teeth at the back of the jaw. This process has a key effect on omm-wa philosophy. To the omm-wa, the individual has little long-term relevance to the society, although all omm-was must make a contribution while they are able. Like a tooth, the individual will eventually be replaced by another who is equally capable. Individual omm-was do the best they can for the herd, secure in the knowledge that if they fall, others will come forward to take their places. Omm-wa do not

wear clothing, but they are tool-users, often wearing a belt or pouch for carrying items.

The treasure of the water-people is usually in the form of shells, pearls, coral, and other bounty of the sea. They also have some gold and silver, obtained through trade with the shazaks and Herathians. Omm-was harvest the mineral-rich nodules found in patches on the ocean floor near their homes. These potato-sized nodules are rich in metals, including iron, manganese, small amounts of *cinnabryl*, and trace amounts of other metals. The omm-was take only what they need from the nodule beds, which replenish themselves naturally.

Rumors claim that the omm-was have a way to forge metal, using a combination of Legacies, shaman spells, and the metal-rich nodules.

Omm-was have a rich and possibly unique “writing” system. For long-term writing, an omm-wa arranges piles of pebbles of varying color and size on the ocean floor. Each individual pebble and its arrangement has a meaning, but this is only the first level of interpretation. With the right training, a viewer looking at an omm-wa book sees a three-dimensional image that contains even more information, usually in the form of a picture.

The omm-was also have a “quick” method of writing, involving knotted strings and colored beads (made from carved bits of shell, pearls, coral, metal, and stone). Each omm-wa lair has a reserve of these “writing materials,” which make up most of their treasure. An omm-wa warrior wearing a necklace of beads is carrying a message or making a statement. Outsiders often mistake these necklaces for jewelry, but though they are often quite pretty, this is not the primary purpose. For jokes, omm-was have been known to trade necklaces to land-dweller that have derogatory messages about the wearer.

Omm-wa are pretty crafty, and they do not like being dependent upon the Herathians for most of their trade. They would be very open to securing another source of manufactured items.

Ecology: Omm-was are at home in salt or fresh water. An individual omm-wa usually stays within a small area, near the family aquafarm, where it graze on water plants. They live in small family groups with three to six members, although they are sometimes found in herds of 15 to 20. Twin births are very rare for omm-was. When they do occur, one twin is always female, and the other is always male. The female twin will become an omm-wa shaman (8th level maximum), and the male becomes her protector and a great omm-wa fighter (10th level maximum).



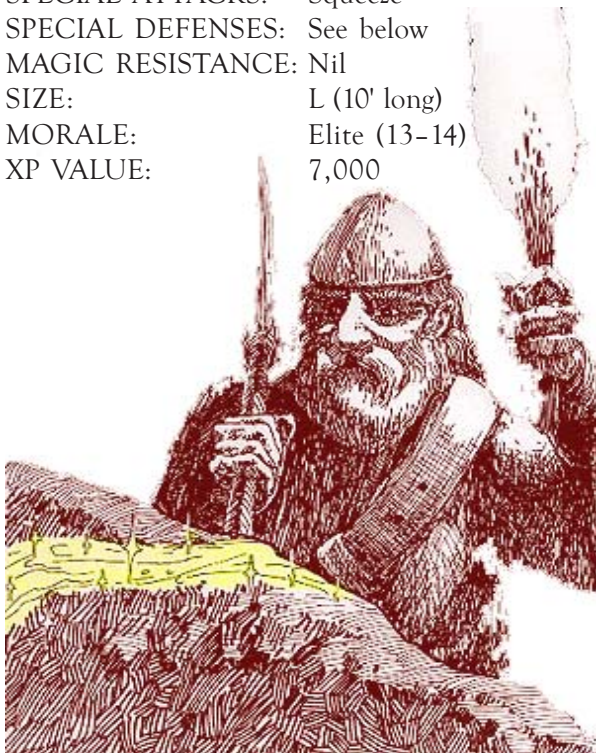


Gurrash of the Bayou sometimes hunt omm-was as a supply of hides, meat, and blubber oil. The omm-was are stronger swimmers than the gurrash, so they generally escape. Omm-was have hated the gurrash ever since they took over the bayous. Omm-wa occasionally help out travelers lost in the bayous or those about to fall to the gurrash.

Omm-wa males rarely die of old age due to their violent lifestyles. An omm-wa female often lives to the age of 40 or 50 and has four to six children during its lifetime.

OMSHIRIM

CLIMATE/TERRAIN:	Subterranean
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore (metalavore)
INTELLIGENCE:	Non (0)
TREASURE:	Y (x2)
ALIGNMENT:	Nil
NO. APPEARING:	1
ARMOR CLASS:	0
MOVEMENT:	15
HIT DICE:	10
THACO:	11
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	2d6
SPECIAL ATTACKS:	Squeeze
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	L (10' long)
MORALE:	Elite (13-14)
XP VALUE:	7,000



Omshirims look like veins of gold, platinum, silver, or other precious metal embedded in rock. The omshirim is the result of a Herathian magical experiment gone awry. The original goal of the experiment was to infuse quicksilver into a lurker to speed it up and make it more adaptable and “decorative.” The experiment succeeded in these things. However, the creature displayed unforeseen adaptability, escaped, and multiplied in the caves under Herath, much to the chagrin of the mages who developed it.

The Red Curse: Omshirims do not acquire Legacies or require *cinnabryl*.

Combat: When an omshirim senses prey, it leaps out of its hiding place and attacks. The omshirim can detect heat radiation with its 60-foot infravision. It also senses metal, vibration, and movement within the same radius; thus, *invisibility* is nearly useless against this creature. The omshirim can detect invisible creatures with 95% accuracy.

The omshirim can leap up to 30 feet to attack, and its deceptive appearance causes opponents to roll for surprise with a -4 penalty. Dwarves and other creatures that are especially intrigued by precious metals receive a -5 penalty.

The omshirim flows over its prey and contracts, attacking twice per round with its crushing metal grip. If both attacks succeed, the omshirim has effectively enveloped its target; the victim then begins to suffocate. The target automatically takes damage each round from both squeezing attacks (the omshirim does not need to roll to hit), unless it manages to escape. Regardless of damage taken, the victim will die 1d4+1 rounds if it is not freed.

Victims enveloped by the omshirim can attempt a bend bars with a -20% penalty to struggle free of the omshirim’s grip. Victims are allowed only one such attempt to free themselves. If an outside agent aids the victim’s attempt, add half of the other person’s bend bars percentage to the victim’s chance of success.

An omshirim has an extremely tough metallic hide, which gives it a low AC. It takes half damage from metal weapons and fire-based attacks. Any metal weapon that comes in contact with an omshirim must make a successful saving throw vs. crushing blow or break, because the omshirim’s magical metabolism extracts metal from the weapon, weakening it. Magical weapons get a +1 bonus on their saving throws for each plus of the weapon. Because of its highly conductive hide, the omshirim takes no damage from





electrical attacks. If necessary, an omshirim can flow into extremely tiny cracks in stone to get away.

Habitat/Society: Omshirims are solitary creatures, often found near deposits of valuable metals.

Ecology: When two large omshirims meet, they may temporarily combine, later splitting into three omshirim. Omshirim will do this every three to five years under normal hunting conditions, or more often if conditions are favorable.

Omshirims do not collect treasure, although they do extract precious metals from ore. If killed, the creature's corpse can be processed to extract the precious metals. An omshirim corpse yields Y(x2) worth of valuable metals if processed.

The omshirim is intriguing in that it eats both metals and flesh.

PARASITE

CLIMATE/TERRAIN:	Any
FREQUENCY:	Rare
ORGANIZATION:	Nil
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	Non- (0)
TREASURE:	Nil
ALIGNMENT:	Nil
NO. APPEARING:	1 infestation
ARMOR CLASS:	Nil
MOVEMENT:	Nil
HIT DICE:	Nil
THACO:	Nil
NO. OF ATTACKS:	Variable
DAMAGE/ATTACK:	Variable
SPECIAL ATTACKS:	Variable
SPECIAL DEFENSES:	Variable
MAGIC RESISTANCE:	Nil
SIZE:	T (less than 1' long)
MORALE:	Nil
XP VALUE:	15 if nonfatal 65 if potentially fatal

Lice, Inheritor

These tiny parasites resemble common head lice, usually inhabiting the hair or fur of the host creature. They cause their victims to deplete *cinnabryl* more quickly; the level of increase depends on how badly

the carrier is infested. (Roll percentile dice to determine the degree of infestation.) A victim with a 50% infestation depletes *cinnabryl* at an increase of half the normal rate. A 100% infestation would cause the victim to deplete *cinnabryl* at twice the normal rate.

Collectively, Inheritor lice can also indiscriminately teleport the carrier (as per the Displace Legacy) up to three times per day. This usually happens if the host is physically threatened or in danger, but can also happen at completely random (and sometimes embarrassing) moments. The Inheritor lice thus attempt to preserve the life of their hosts.

Purging a humanoid body of Inheritor lice requires expensive ointments made with *cinnabryl* powder. Saragón lyra birds prey upon these lice.

Moth, Powder

These tiny insects swarm together and build breeding-nests inside caches of *smokepowder*. They consume the *vermeil* contained in the *smokepowder*, quickly spoiling it. The moths are so small that they cannot be seen unless a *detect invisibility* is used. After the mating season is over, the insects leave the spoiled powder.

The insects cause chemical reactions in the *smokepowder*, which could cause any remaining unspoiled powder to detonate if the container is moved while the moths are still inside. (Roll percentile dice to determine the amount of spoiled powder.) Any person moving a powder-moth-infested keg must make a successful saving throw vs. paralyzation, or the keg will detonate.

A full keg of *smokepowder*, if detonated, would inflict 10d6+10 points of damage to everyone within a 10-foot radius, half that out to a 20-foot radius. A successful saving throw vs. breath weapon reduces this to half damage. Also, the damage should be adjusted according to the amount of powder remaining in the keg. A keg that is 50% spoiled would do (10d6+10) x 0.5 points of damage. This detonation depletes *cinnabryl* worn by any Inheritors within the 20-foot radius, at a rate of one week's worth for every 8 points of damage inflicted. An explosion that did 22 points of damage would thus deplete two weeks worth of *cinnabryl*.

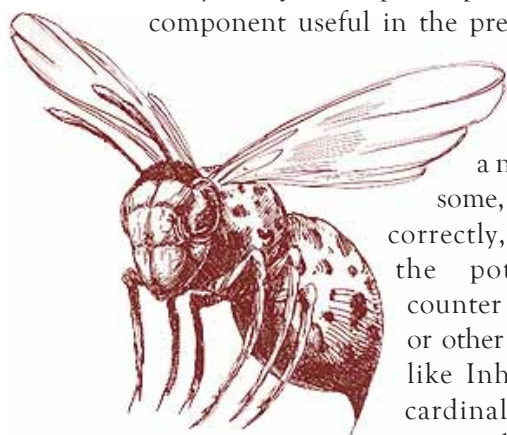
Pest, Jibarú

The Jibarú jungle abounds with thousands of species of deadly and annoying parasites and insects. Jibarú



pests are always either poisonous or equipped with a potentially deadly defense mechanism. The phanatons know how to avoid or neutralize most of these pests.

Nearly all Jibarú pests provide some component useful in the preparation of



medicines, poisons, and antidotes; some, if prepared correctly, even have the potential to counter Afflictions or other infestations like Inheritor lice, cardinal ticks, and vermilia. Jibarú

pests are intended to be more of an adventure hook than true monsters. Possible Jibarú pests include:

A small moth that spreads an hallucinogenic powder which makes its victims truly believe that they can fly. The moth can also be used to prepare a medicine that alleviates detriments associated with the Fly Legacy.

A small brown leech that drains several hit points worth of blood each week but prevents Afflictions associated with the Strength Legacy.

A bright green, fiercely territorial, poisonous wasp (if stung, make a successful saving throw vs. poison or die). The wasp's nest can be processed and made into an ointment that will cure those infected with vermilia.

Plague, Lupin

The lupin plague is an extremely deadly infestation of disgusting burgundy, purple, or ginger-colored maggots. These creatures are usually attracted to maturing grapes, in which they lay tiny eggs. The eggs survive the fermentation of the grapes, hatching months later in the wine. Even worse, the eggs survive if they are ingested by someone unfortunate enough to consume tainted wine or grapes. Once hatched, these maggots grow quickly and eat their host from the inside unless proper medication or magical healing is used. The victim must make a successful saving throw vs. poison with a -3 penalty at the end of each day or die. More than one unscrupulous assassin has

used wine tainted with the lupin plague to kill a victim.

These pests were dubbed the lupin plague because Renardy (the home of the lupins) is the main producer of wine (and thus grapes) on the Savage Coast. However, new strains could feasibly spread to other vegetables, like hops, potatoes, grain, rice, or scarlet pimpernels.

Tick, Cardinal

These tiny parasites usually infest humanoids with Legacies, although they can survive on blood alone. The presence of cardinal ticks reduces or deprives the host's Legacy powers, but it does not alter the other effects of the Red Curse upon them. Roll percentile dice to determine the level of infestation and thus the host's chance of failure when attempting to use a Legacy.

A single melee encounter against a tick-bearing creature causes everyone involved to walk away with a 5% infestation. Ticks then multiply at a rate of 15% each time the host attempts to use a Legacy. Nonhumanoids are naturally limited to a maximum 50% infestation.

Purging someone of a cardinal tick infestation requires expensive ointments made with *cinnabryl* powder. Scratching off the ticks causes 1 point of damage per 1% removed, unless rare Jibarú medicine can be used (see Jibarú pest). These ticks can often be found on voats, succuli, Slagovich juggernauts, legacy trolls, cinnavixens, and batracines. Saragón lyra birds often prey on cardinal ticks.

Vermilia

Vermilia are red, glowing bacteria which are often mistaken for *vermeil*. Unlike the harmless *vermeil*, however, vermilia are flesh-eating bacteria. They are sometimes found on the decaying bodies of dead, Legacy-using creatures, along with vermeil fungus and scarlet pimpernels.

Vermilia infection causes 1 point of damage the first day, 2 the second, 4 the third, 8 the fourth, etc., until either a *cure disease* or a *heal* spell is applied to the victim. Vermilia counts as a +2 magical weapon for purposes of devouring undead or magical creatures.

The blood of vulturehounds and various Jibarú pests can be used in the preparation of medicine useful for killing vermilia. Fire effectively cleanses all vermilia-infested remains.

Vermilia is transmitted through physical contact only.



Living creatures must make successful saving throws vs. poison to avoid the infection. Undead creatures are automatically infected, but they can attempt a saving throw vs. death magic at the end of each day, with a penalty equal to the damage caused by the vermilium. If the saving throw is successful, the undead creature takes no damage that day. All Legacy-using creatures get a -1 penalty per Legacy to any saving throws associated with vermilium infection.

The Red Curse: Parasites do not acquire Legacies or become Afflicted.

Combat: Parasites do not inflict combat damage. Each parasite has a special attack mode, outlined above. A victim who survives infestation by one of these parasites should receive the experience point award. Some parasites are deadly, in which case the victim receives a larger experience point award. Other parasites are merely annoying or inconvenient, so the experience point award is less. In many cases, the majority of the experience points from an encounter with a parasite will come from the subsequent adventures that take place while the victim is seeking a cure.

Habitat/Society: Parasites are mindless and have no organized society. Most parasites are extremely adaptable and can live wherever their hosts can live.

Ecology: Parasites derive all or part of their nutrients from the host, usually without contributing anything helpful.

PHANATON, JIBARÚ



CLIMATE/TERRAIN:	Tropical or subtropical jungles and forests
FREQUENCY:	Rare, common in Jibarú
ORGANIZATION:	Clan
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Average to Genius (8-18)
TREASURE:	Nil
ALIGNMENT:	Chaotic good
NO. APPEARING:	3d6
ARMOR CLASS:	7
MOVEMENT:	9, Fl 15 (E)
HIT DICE:	1-1
THAC0:	20
NO. OF ATTACKS:	1 (bite)
DAMAGE/ATTACK:	1d4 or by weapon
SPECIAL ATTACKS:	Poison coated needles
SPECIAL DEFENSES:	+2 saving throw bonus
MAGIC RESISTANCE:	Nil
SIZE:	S (3' tall, 4' long tail)
MORALE:	Average (8-10)
XP VALUE:	65
Warrior	175
Chief	270
King	2,000

Phanatons are seldom-seen, intelligent forest dwellers that have very strong ties to nature. A phanaton looks like a cross between a raccoon, a monkey, and a flying squirrel. A phanaton is roughly the size of a halfling and has a 4-foot-long prehensile tail. In addition, a phanaton has membranes of skin stretching from arm to leg, which can be spread to glide from branch to branch.

A phanaton's coloration resembles that of a raccoon, with a dark mask over the eyes, gray-brown fur, and a ringed tail. The phanaton's hands are like a monkey's, possessing opposable thumbs. Phanaton eyes are bright green, fiery red, or shiny yellow.

Phanatons have a complex language that consists largely of hoots, chatters, and clicks. Some phanatons can also speak the languages of elves and treants.

The Red Curse: Most phanatons live outside the cursed areas. However, those who enter these areas will acquire Legacies and require *cinnabryl* to ward off Affliction. Many phanatons prefer to use medicines derived from Jibarú pests to alleviate the symptoms of the Red Curse.

Combat: A phanaton's gentle nature makes it slow to attack strangers, though it will fight fanatically to





preserve the natural beauty of the forest. As a rule, phanatons never opt for direct attacks on larger or more numerous foes. They use their stealth skills to launch harrying sneak attacks; they are naturally quiet, which gives the opponents a -3 penalty to surprise rolls. When among trees, phanatons can move silently with a 75% chance of success. Phanatons can move up and down trees without slowing.

Phanatons hate araneas intensely and attack them on sight, casting aside all tactics and stealth. Phanatons also have an intense dislike for Herathians (unaware that the Herathians are one and the same with the hated araneas), because they have had to defend themselves from Herathian colonization efforts over the last century. Although detrimental to individual phanatons, the Herathian incursions did force the phanatons to develop a cohesive government, codes of mutual self-defense, and a universal system of laws.

Phanatons use simple weapons such as clubs, staves, and nets. Most of their weapons are fabricated with forest materials; they rarely use metal weapons. Their favorite ranged weapon is a blowgun from which they fire poison-coated needles. Victim are paralyzed for 1d6 turns unless they make a successful saving throw vs. poison. Phanatons of Jibarú also use short spears and bows. When not using weapons, they can bite for 1d4 points of damage.

When a group of phanatons is encountered, it includes a 2 HD warrior (*n'chala*) with 10 hit points. These phanatons have nonweapon proficiencies in gliding, each gaining a +1 bonus to the required saving throw vs. paralysis and a swoop attack. The swoop attack mode allows the phanaton to glide through the air to sneak up on an opponent (90% move silently), followed by a high-speed dive and slashing attack, inflicting double damage if successful.

In a group of 30 or more phanatons, they have a clan war chief with 3 Hit Dice, at least 15 hit points, and a +1 bonus to all damage rolls. The war chief has 2d6 *n'chala* as guards. If at least 300 adults are encountered, they are led by a tribal king with 8 Hit Dice, at least 50 hit points, and a +2 bonus to all damage rolls. Phanatons of Jibarú have individuals who exceed those levels and many who use magic. Most phanaton warriors are, in fact, rangers; they receive additional bonuses to the forest skills of hiding in shadows, moving silently, tracking, and hunting.

Special Abilities: Though phanatons cannot really fly, they can perform a controlled glide, carrying no

more than 10 pounds while gliding. All phanatons may glide for at least one round. On the second and subsequent rounds, the phanaton must make a successful saving throw vs. paralysis each round in order to stay aloft.

Phanatons have extremely acute senses and great empathy with their forest surroundings, giving them a +2 bonus on all their saving throws while in their natural habitat.

Habitat/Society: Each tribe is made up of clans which have 3d10+10 adult members and 25% of that number of offspring. Their villages are built high in the trees on platforms of wood and woven vines connected by a network of rope bridges. The rope bridges are not suitable for man-sized or larger creatures. Any such creature attempting to use a phanaton bridge is likely to either fall off or break the bridge.

Latecomers to civilization, phanatons are just beginning to institute a central government and systems of laws. They seem to be headed toward a collective tribal government with an advisory council of druids and shamans.

Though they do not have a written language, phanatons continue to pass down most of their legends orally. Many phanaton names are followed by a list of accomplishments by their ancestors, such as "*Falling Leaf, Whose Grandfather Longflier Dropped a Rotten Egg on the Head of an Evil Herathian Mage During the Battle of Two-Burnt-Sticks.*"

Phanatons ally with most treants and dryads and are usually friendly with elves. Phanatons do not like humanoids that attempt to cut down forests. They try to halt timber efforts by secretly sabotaging equipment and playing annoying, nonlethal tricks on the woodcutters.

Ecology: Healthy woods and jungles are often the sign of phanaton influence. They enjoy tending the woods, cultivating plants, and ensuring that the balance of nature in their area is maintained.

Phanatons are omnivorous. They prefer to eat fruits and vegetables, but they also eat meat. They find spiders especially delicious.

Phanatons have a life span of about 80 years. Their litters have 1d6 kits that grow to maturity in about six months. Luckily, they are fertile for only a small fraction of the year. Otherwise, with their long life spans, quick maturity, and large litter sizes, they would quickly outbreed most other intelligent species.



PLANT

	Amber Lotus	Eyeweed	Fungus Vermeil	Pimpernel, Scarlet	Rose, Gargoñan
CLIMATE/TERRAIN:	River	Aquatic	Any	Any	Forest
FREQUENCY:	Common	Rare	Rare	Rare	Rare
ORGANIZATION:	Bed	Solitary	Multicellular	Bed	Solitary
ACTIVITY CYCLE:	Any	Any	Any	Day	Day
DIET:	Nil	Carnivore	Scavenger	Special	Nil
INTELLIGENCE:	Non- (0)	Animal (1)	Non- (0)	Semi- (2-4)	Low (5-7)
TREASURE:	Nil	Nil	Nil	Nil	Nil
ALIGNMENT:	Neutral	Neutral	Neutral	Neutral	Chaotic good
NO. APPEARING:	1	1	2d4	2d4	1
ARMOR CLASS:	10	7	7	10	10
MOVEMENT:	Nil	1	1	Nil	Nil
HIT DICE:	1 hp	8	3	1	2
THACO:	20	13	17	19	19
NO. OF ATTACKS:	0	2d4 (feelers)	0	0	0
DAMAGE/ATTACK:	Nil	1d3	Nil	Nil	Nil
SPECIAL ATTACKS:	Sleep	Nil	Detonating cloud		Legacies
Legacies					
SPECIAL DEFENSES:	Nil	Nil	Nil	Legacies	Singing
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil	Nil
SIZE:	S (1' diameter)	L (10' diameter)	M (4'-7' tall)	T (2'-3' tall)	T (2'-3' tall)
MORALE:	Average (8-10)	Steady (11-12)	Steady (11-12)	Steady (11-12)	Steady (11-12)
XP VALUE:	35/1,400	975	175	65	35

Amber Lotus

The amber lotus is a variety of aquatic plant thriving in the Dream River marking the eastern border of Renardy. The amber lotus has wide, circular leaves, much like those found on a water lily. Depending on the winds, amber lotus pollen can travel for miles, sticking to everything it touches (grass, trees, creatures, etc.). Amber lotus pollen acts as a powerful sleeping poison. Anyone who comes in contact with the pollen must make a successful saving throw vs. poison with a -2 penalty or fall asleep for a minimum 1d4+1 days. If the wind does not shift, the victim will never wake up. The victims of the sleeping pollen often die from attacks by other creatures while asleep. Their bodies then decay and provide nourishment for the plants.

The powerful sleeping effect of the amber lotus has so far prevented both Eusdrian and Renardois expansion to the north. Batracines are immune to amber lotus and can often be found hiding underneath or sitting on the lotus pads.

A bed of amber lotus contains 3d100+100 plants. Anyone approaching closer to the bed than 1 yard per plant is affected by the sleeping spores. Amber lotus plants do not acquire Legacies.

A victim who survives an encounter with the amber lotus receives 35 experience points. Actually wiping out a bed of these plants earns characters an additional award of 1,400 experience points.

Eyeweed

Eyeweed is a hideous semi-aquatic plant that grows on the on the seashores and in the rivers of the Savage Coast, usually near otherwise safe harbors. Eyeweed appears as either seaweed or a large collection of algae. These plants do not acquire Legacies.

Eyeweed, when hunting prey, sends out long feelers (up to 100 feet in length) along the coastline to look for food. The feelers resemble long vines or stalks—except that the ends appear to be bulbous, unblinking eyes. In actuality, the eyeweed hunts by touch and smell; the unblinking “eyes” are actually closed mouths that attack by biting and then sucking meat, blood, and even bone into the eyeweed’s body.

Once it locates potential prey, the eyeweed attacks with 2d4 feelers. Each feeler does 1d3 points of damage per attack. Each feeler can sustain 6 hit points of





damage before being severed. The eyeweed will regrow lost feelers within a week. Damage to the feelers does no damage to the eyeweed itself; only damage to the central body will kill the eyeweed.

Eyeweeds will feed on wounded or exhausted echyans if given the opportunity.

Fungus, Vermeil

Vermeil fungi are relatives of the gas spores. When attacked or disturbed, these large, crimson mushrooms release a thick red cloud that resembles *vermeil*. This cloud has the same effect on *cinnabryl* as detonating *smokepowder* (see the section on “Depletion of *Cinnabryl*” in *The SAVAGE COAST Campaign Book*). All vulnerable creatures within a 30-foot radius are affected. Vermeil fungus feeds on deposits of *steel seed* or the decaying bodies of Legacy-using creatures. It is often found along with *vermilia*. The fungus does not have any Legacies.

Pimpernel, Scarlet

This elegant-looking orchid grows on *cinnabryl* deposits and the graves of dead, Legacy-using creatures, often along with *vermilia*. When eaten, scarlet pimpernel temporarily boosts the effects of Legacies. The effect lasts one turn, during which time all Legacy effects (duration, range, damage, etc.) are boosted by 10%. The dried form is three times stronger (lasts three turns, boosts Legacy effects by 30%) than the fresh form, but it also causes delirium. Anyone who eats dried scarlet pimpernel must make a successful saving throw vs. poison with a -3 penalty or suffer a hallucination. This hallucination lasts for 1d6 turns, during which time the victim is unable to respond to events in the real world, even those that are potentially deadly.

The crimson delight, on the other hand, is an identical-looking plant often found mixed in with scarlet pimpernels. The crimson delight is deadly in its fresh form; anyone who eats fresh crimson delight must make a successful saving throw vs. poison or die. In its dried form, it prevents the use of Legacies for 24 hours. Voats can also be found near scarlet pimpernels.

Each bed of these plants has a Legacy appropriate to the region where it is found; they can be offensive or defensive. These plants use their dim intelligence to control the Legacy. If its Legacy is used more than

three times in one day, the pimpernel acquires a different Legacy (selected randomly from the list), which it can use it up to three times, and so on. A bed of scarlet pimpernels can continue to use its Legacy-of-the-moment as long as at least one plant is left.

A bed of plants depletes *cinnabryl* at the normal speed (one ounce per week). Without *cinnabryl*, the plants quickly dry up. If this happens, they release spores that ride the wind in search of new deposits.

Rose, Gargoñan

This white rose has the ability to temporarily freeze the effects of the Red Curse. When plucked from its bush, the rose acts as one ounce of *cinnabryl*, wilting as it depletes. At the end of the seventh day, the last petal drops and its protection ceases. Anyone currently protected by a Gargoñan rose cannot use his Legacies.

The Gargoñan rose bush is a sentient being, with senses based on smell and empathy. The Immortal Valerias originally created its species as a gesture of compassion toward the poor and the Afflicted.

The bush allows only one rose to be plucked each week. If more than one rose is removed or if someone attempts to dig it out of the ground, the bush activates its own Legacy defenses: Acid Touch, Entangle, Poison, and Weaken. In addition, the Gargoñan rose bush has the ability to Sing. Its melody can charm monsters within a one mile

radius, which it then uses to defend itself against foes.

The bushes grow in Shazak and Herathian forests, in the hallowed forests of Robrenn, as well as in Gargoña near places where the Afflicted have died. Gargoñans consider these bushes sacred gifts from the Immortals; tampering with one (attempting to uproot the bush or take more than one rose) is a capital crime in Gargoña.

A person who encounters a Gargoñan rose bush or uses one of the special roses should receive a one-time award of 35 experience points. No experience points are awarded for destroying one of these bushes.



PUDDING, VERMILION

CLIMATE/TERRAIN:	Any
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Non (0)
TREASURE:	Nil
ALIGNMENT:	Nil
NO. APPEARING:	1
ARMOR CLASS:	6
MOVEMENT:	6
HIT DICE:	10
THACO:	11
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	See below
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Immune to acid, cold and poison
MAGIC RESISTANCE:	Nil
SIZE:	S-L (3'-8' diameter)
MORALE:	Special
XP VALUE:	4,000

Vermilion pudding is the name given to an aggregate colony of the flesh-eating vermilia bacteria. The Red Curse has affected these colonies, imbuing them with the ability to act together as one creature.

The vermillion pudding glows with an eerie internal red light. It usually takes the form of a red-tinged amorphous blob, and like other puddings, it can change shape rapidly and flow through almost any opening. The pudding is extremely sticky and tarlike.

The Red Curse: Vermilion puddings never acquire Legacies or become Afflicted.

Combat: In order to determine if something is edible, the vermillion pudding can sense heat and vibration from a distance of up to 90 feet. The vermillion pudding will even attack undead creatures that have organic matter in their bodies. The puddings count as +2 magical weapons for the purpose of eating undead or magical flesh.

Vermilion puddings prefer to attack Legacy-using creatures and will attack Inheritors before attacking

those with a single Legacy.

Like all deadly puddings, the vermillion pudding is immune to acid, cold, and poison. Lightning bolts and weapon attacks cause them to divide into smaller puddings, each able to attack as an individual pudding. Fire causes normal damage, as do magic missiles. Vermilion puddings can squeeze through very small cracks (such as the chinks and gaps in armor) and can travel on ceilings and walls.

All vermillion puddings are at least three feet in diameter. They have hit points in proportion to their size, roughly according to the following:

Diameter:	3'	4'	5'	6'	7'	8'
Hit Points:	30	40	50	60	70	80

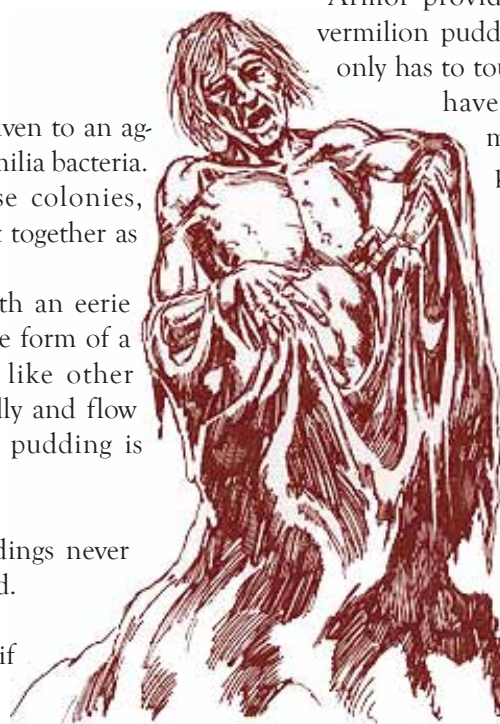
The attack mode of the rapacious vermillion pudding is similar to that of the vermilia infection, except much faster. The pudding causes 1 point of damage the first round, 2 points the second round, 4 points the third round, 8 the fourth, (etc.). If the pudding successfully hits an opponent once, it automatically succeeds each subsequent round until it is destroyed.

Armor provides little protection from the vermillion pudding's attack since the pudding only has to touch its victim. All of its victims have a base of AC 10, although

magical armor bonuses, magical protection such as a *ring of protection*, and dexterity bonuses are still applicable. Any form of metal armor will hold off the vermillion pudding for one round before the pudding finds a hole or a chink in the armor to flow through. The vermillion pudding does not eat the armor itself; it simply flows past it to get at the flesh beneath.

The vermillion pudding is mindless and will never retreat as long as there remains flesh to be eaten.

Ecology: Vermilion puddings reproduce by fission. If a vermillion pudding reaches eight feet in diameter, it will split into two separate four-foot diameter puddings. They adapt to live in a wide variety of climates.



RAKASTA

CLIMATE/TERRAIN:	Any nonarctic
FREQUENCY:	Common
ORGANIZATION:	Band
ACTIVITY CYCLE:	Any (prefer night)
DIET:	Carnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	K
ALIGNMENT:	Any (usually neutral)
NO. APPEARING:	2d6
ARMOR CLASS:	10
MOVEMENT:	9
HIT DICE:	2+1
THACO:	19
NO. OF ATTACKS:	3 (claw/claw/bite)
DAMAGE/ATTACK:	1d2/1d2/1d4 (or by weapon)
SPECIAL ATTACKS:	Rear claws (1d3/1d3)
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	M (5'-7' tall)
MORALE:	Steady (11-12)
XP VALUE:	120 or per level

These feline humanoids seem to have originated in the Yazak Steppes. While rakastas are found in steppes, savannas, and plains throughout the world, they are most common on the Savage Coast, where they have adopted a feudal style of government mixed with their ancient nomadic ways, warrior traditions, and mystical predilection. They are the dominant race of the nation of Bellayne.

A rakasta looks like a furry human with the head of a cat. Its short fur is usually soft and ranges in color from light tan to dark brown. Many rakastas have a darker hue on the ears and muzzle. Some specimens have white highlights at the ears and muzzle instead or even white or dark patches at the extremities (feet, hands, and tail). Older rakastas show a whitening around the face and ears.

Rakastas have a build similar to that of humans; nomad rakastas tend to be slender, while those who live more sedentary lives tend to weigh more, ranging from slightly chubby to downright obese. The creatures have cat eyes, with vertical pupils. The irises are usually green, but some are yellow or even blue or hazel; a few rare individuals have two colors, most commonly one blue and one green eye.

Rakastan hands and feet are like those of humans, except for the fur and retractable claws. Rakastas also have nonprehensile tails. Nomads usually have tails

between two and four feet long, though a very few have none at all. The tails of town dwellers range from four to six feet in length; most are covered with short fur, though the hair on some rare ones is long and silky. Rakastas are very proud of their tails and spend a great deal of time each day grooming them.

Rakastas tend to be proud and emotional; the nomads, in particular, are quick to anger. All are convinced of rakastan superiority over other races. Still, most are extremely interested in the world at large. For the nomads, this translates into a wanderlust that demands they explore and experience all things for themselves, while for the town dwellers, it becomes an intense curiosity about visitors and a penchant for puzzles of any types.

Most rakastas are usually neutral, but good and evil individuals are more common than the rare lawful or chaotic rakasta, evil specimens being fully as common as good ones.

The modern rakastan language is Rakastan, which has both ancient rakastan and Traladaran roots. In some ways, it sounds like the common tongue, but it is different enough that the similarities are more confusing than helpful. However, common is spoken by the town-dwelling nobility.

The Red Curse: Rakastas acquire Legacies and require *cinnabryl* to ward off Affliction.

Combat: Most rakastas carry weapons. The favorites for town dwellers include swords (especially matara and mishiya), maces, nonaka, and sa. Nomads also use these weapons, but they prefer to use war claws, a weapon developed by the rakastas. An unarmed rakasta instinctively attacks with claws and teeth when cornered; some nomads bite even when armed. Any rakasta who hits with both claws in the same round of combat can hang on and bring the rear claws to bear; rakasta nomads make special sandals to leave their rear claws exposed for this type of attack. Because most rakastas follow the code of behavior called the Warrior's Honor (which the nomads call Sri'raka), few of them ever use missile weapons, especially against intelligent opponents. Firearms are considered particularly dishonorable, so Beast Riders, Honorbound, and Defenders from Bellayne never use them.

Warriors are very common in rakastan society, but bards, thieves, and priests are also relatively common. Wizards are rare. The primary warrior kits among rakastas are Honorbound (found everywhere) and Beast Riders (found among the nomads). Rakasta Beast



Riders use feliquine mounts.

Special Abilities: Rakastas have excellent balance and reflexes, so they take only half damage from any fall. They have infravision with a range of 60 feet and superb hearing. Together, their keen senses give them three special abilities: detecting invisible or ethereal beings, blind-fighting, and detecting noise like a thief.

When confronted with invisible creatures, a rakasta receives a +4 bonus to any saving throws made for detection (as explained under “Invisibility” in Chapter 13 of the DMG). A rakasta automatically gets a saving throw, with the bonus, when an invisible creature approaches within 10 feet and during every round the invisible being remains that close. The rakasta does not automatically know where the invisible creature is, just that it is close by; locating it still requires other clues. Rakastas can also use this ability to detect the presence of ethereal creatures such as ghosts, phase spiders, or someone wearing *plate mail of etherealness*. They recognize the difference between ethereal and simply invisible creatures, but they gain no special



attack or defense capabilities against ethereal beings.

Rakasta characters automatically gain the blind-fighting proficiency, without spending nonweapon proficiency slots. A normal rakasta also has a 20% chance to hear noise like a thief. Rakasta thieves can further improve upon this ability (just as thieves of other races can improve on their base scores). Note that the rakastan racial bonus is already added into this base; rakasta thieves do not receive an additional 5% bonus. See “Listening” in Chapter 15 of the DMG for more information.

Because of their keen senses, rakastas receive a -1 penalty on their saving throws against attacks based on sound (such as a banshee’s wail or a harpy’s song).

Habitat/Society: Rakastas have a medieval level of technology, similar to that of nearby human cultures. However, they tend to view most technology as a needless complexity. While their smiths are famous throughout the coast—able to make intricate and detailed tools, weapons, and armor—most people of Bellayne stick with a few basic types of items. Thus, while plate armor is known, very few use it because they prefer less ostentatious types like leather, chain, or banded armor. Though smiths might make special weapons on request, the ones local customers will buy are the national basics mentioned in the combat section. The rakastas still see little need for specialization. For example, a rakasta smith usually becomes skilled in all facets of the profession (armorer, weaponsmith, blacksmith, redsmith, and metalworker).

Among the nomadic rakastas, divisions are even simpler; everyone is classified as either a warrior or a youth in training to become a warrior. Most warriors have other skills as well: One might be a skilled builder, another might be a weapon maker, and yet another might be a cleric. Still, all are warriors first and foremost.

In many other ways, rakasta nomads are similar to their settled compatriots. All rakastas cherish their young. Children are raised to take over family professions. It is difficult for children to enter a profession different from that of their parents unless they choose a military career.

Most permanent buildings in Bellayne are wooden with stone foundations. Nomads travel with tents, usually a simple framework draped with a large piece of leather.

Rakastas enjoy sports and games, especially battle-oriented contests such as unarmed combat, running, and riding.

Ecology: The rakastas of Bellayne produce and export excellent wools, tea, finished metal tools and weapons, liquors, and coal. The latter is used throughout the Savage Coast by smiths of all sorts, but most of the country’s goods are traded to Renardy, Eusdria, and Herath.

Though rakastas usually consider themselves superior to members of most other races, elves are considered almost equal. Humans, dwarves, and lupins receive a somewhat grudging respect; rakastas have occasional territorial disputes with the lupins. Settled rakastas view shazaks as dangerous savages and believe other lizard kin to be even worse. Nomadic rakastas respect the warrior lifestyle of the shazaks, many of whom also adhere to the Warrior’s Honor.



However, caymas are considered irritating, and gurrash are viewed as nothing but dangerous opponents. Rakastas are very accepting of the peaceful turtles, who are well regarded warriors, priests, and peasants in Bellayne. The rakastas hate goblinoids passionately. Rakastas form opinions on most other races on an individual basis.

RAY, FOREST

CLIMATE/TERRAIN:	Any forest
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Non- (0)
TREASURE:	J-N(x10), Q(x5), X
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	6
MOVEMENT:	Fl 18 (E)
HIT DICE:	8-11
THACO:	8 HD: 13 9-10 HD: 11 11 HD: 9
NO. OF ATTACKS:	1 (sting or bite)
DAMAGE/ATTACK:	3d4 (bite) or 2d10 (sting)
SPECIAL ATTACKS:	Swallow, stun
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	G (16'-20' wingspan)
MORALE:	Elite (13-14)
XP VALUE:	
8 HD	3,000 (+1000 w/Legacy)
9 HD	4,000 (+1000 w/Legacy)
10 HD	5,000 (+1000 w/Legacy)
11 HD	6,000 (+1000 w/Legacy)

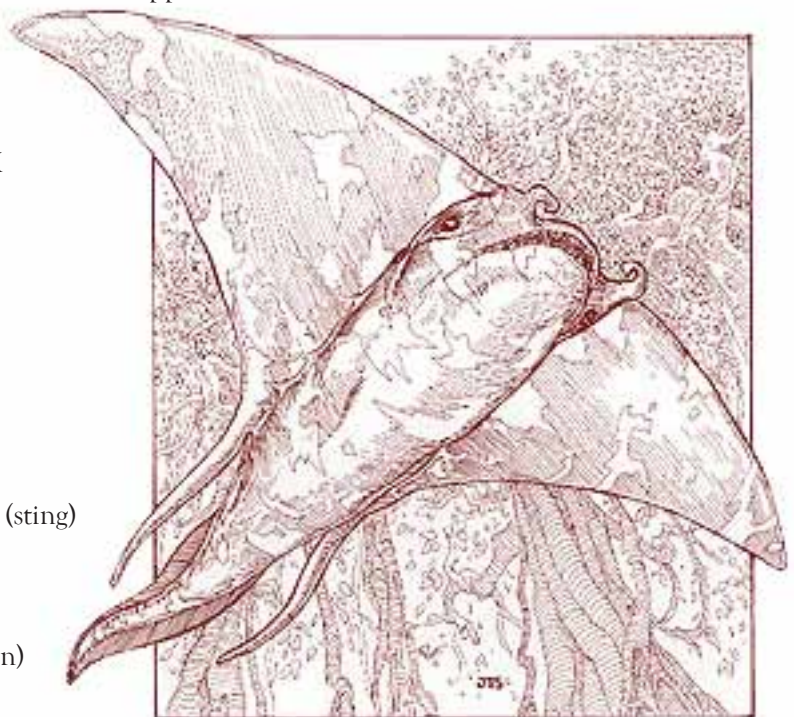
The forest ray, also known as the "forest devil," is a dark green creature that looks like a flying manta-ray. They live in forests, jungles, or other areas of heavy undergrowth, such as the forested areas of the Orc's Head Peninsula and Herath. These clumsy fliers can fly no higher than the treetops, but they can turn sideways to fly between the trees.

A forest ray can weigh as much as 3,000 pounds. Its eyes are on the upper surface of its body. The underbelly has a mouth and a second set of eyes. The upper surface is dark and mottled to match the forest floor, but its underbelly is colored to match the sky and the treetops. The forest ray can change its color

to provide better camouflage, but this change takes several days to complete. Their pectoral fins are huge, which gives them a batlike appearance, and they use their short tails as a rudder.

The Red Curse: A forest ray has a 25% chance of having a Legacy. They typically have Legacies that are common to Region 4, such as Duplicate or Regenerate. They will sometimes (10% chance) have Region 3 Legacies. Forest rays do not require *cinnabryl*.

Combat: Forest rays bury themselves and wait for victims to arrive. This gives them a +2 bonus to surprise opponents.



The forest ray has a giant maw that can totally engulf any creature man-sized or smaller in a single bite. If the ray's attack roll succeeds by more than 2 (e.g., it rolls a 16 or better when it needed to roll only a 14), then it swallows its prey. Swallowed creatures die at the end of six rounds. Any creature swallowed can attack from inside the ray with a dagger or a short sword at a -4 attack penalty; the ray's AC remains the same.

The forest ray's stomach may contain treasure, indigestible remnants of its past victims.

Alternatively, the forest devil can attack with its stinger. If the stinger successfully strikes, the victim suffers 2d10 points of damage and must make a successful saving throw vs. paralyzation or be stunned for 2d4 rounds.

Habitat/Society: Forest rays are solitary predators



and have no society. They gather only to mate.

A forest ray typically ranges over an area of several square miles. It is an opportunistic feeder, so it seldom actively hunts. A forest ray needs surprisingly little food. It has a slow metabolism and goes into a state of hibernation when it has buried itself to wait for prey.

Ecology: Unlike its cousin the manta ray, the *forest devil* has sharp, pointed teeth suitable to a carnivore. The forest ray is a fearsome predator. Even jaguars and other large predators avoid it.

The skin of a forest ray can be cured into a very fine and supple leather. This leather is useful in the manufacture of various magical cloaks and can also be used to make superior book covers.

SHEDU, GREATER

CLIMATE/TERRAIN:	Any
FREQUENCY:	Unique
ORGANIZATION:	Leader
ACTIVITY CYCLE:	Any
DIET:	Herbivore
INTELLIGENCE:	Supra-Genius (20)
TREASURE:	Nil
ALIGNMENT:	Lawful good
NO. APPEARING:	Unique
ARMOR CLASS:	-2
MOVEMENT:	18, Fl 36 (B)
HIT DICE:	20 (160 hp)
THACO:	3
NO. OF ATTACKS:	2 (front hooves)
DAMAGE/ATTACK:	4d6/4d6
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	95%
SIZE:	L (6' high at shoulder)
MORALE:	Fearless (20)
XP VALUE:	22,000

Only one greater shedu exists on the Savage Coast. The avatar of the Immortal Idu appears as a greater shedu to his enduk servants. The greater shedu avatar is very similar in appearance to other greater shedu. It has a powerful, stocky equine body with short, powerful feathered wings. It has a large, vaguely dwarven head with a bristly, curly beard and mustache.

All shedu wear a simple headband made of braided

cloth or rope, with a single button indicating the wearer's status. The greater shedu avatar of Idu wears a glowing diamond.

In addition to the language of the enduks, the greater shedu avatar of Idu speaks lammasu, shedu, common, and all human and demihuman tongues. It can also speak telepathically with animals, monsters, and even plants.

The greater shedu avatar wanders the Prime Material, Astral, and Ethereal planes. It furthers the cause of law and goodness, helps allied creatures in need, and combats evil.



The Red Curse: As an Immortal, this greater shedu does not acquire Legacies or require *cinnabryl*.

Combat: The physical attacks of the greater shedu avatar are powerful blows with the forehooves. However, the avatar prefers to use its spell-like powers if possible.

The greater shedu avatar has the following abilities related to the mage or priest spells of the same name (where applicable, all abilities are considered 20th level):

- * radiates constant *protection from evil* within a 30' radius
- * becomes ethereal or invisible at will
- * travels through the Astral or Ethereal planes at will
- * can use following abilities once per day: *clairaudience*, *clairvoyance*, *detect evil*, *detect magic*, *disintegrate*, *domination*, *foresight*, *hypnosis*, *improved invisibility*, *know alignment*, *major creation*, *mass domination*, *mind bar*, *plane shift*, *quest*, *suggestion*, *shape change*, *telekinesis*, *teleport without error*, and *wish*

The greater shedu avatar also has the spell-casting





abilities of a 20th level priest.

The avatar can discern many details about a person or creature merely by touching an item that belongs to that creature. It can discern the race, sex, age, alignment, and some personal background of the item's owner.

In addition to its formidable magic resistance, the avatar is immune to acid, cold, electrical, fire, and poison attacks. It is also immune to all illusions, charms, and other mind-affecting spells.

The greater shedu avatar will attack utukku or manscorpions if the opportunity presents itself. It is a known fact that the greater shedu avatar of Idu and the extraplanar utukku are eternal enemies, but no one outside the high enduk temples is quite sure of the reasons.

Habitat/Society: The greater shedu avatar of Idu wanders the Arm of the Immortals, primarily concerned with protecting and furthering the enduk society. It is friendly with most sentient creatures.

The avatar rarely appears, usually only if Idu has some great task or warning to give to the enduks.

Ecology: The avatar attempts to have very little impact on the world's ecology.

Shimmerfish are deadly, evil relatives of the friendly dolphins. These sleek and powerful swimmers are found in warm seas. Shimmerfish, unlike dolphins, are never found in fresh water. Both dolphins and shimmerfish often appear in open waters, making their characteristic arched bounds, frequently before the bow waves of ships.

The Red Curse: Shimmerfish never acquire Legacies or require *cinnabryl*.

Combat: Shimmerfish can form rough, shimmering images underwater with their glowing bodies, sometimes appearing like golden, sunken treasure or even luminescent humanoid forms. A group of four or more shimmerfish acts as a magical lure. A victim who sees a group of shimmerfish using their lure must make a successful saving throw vs. spell or become entranced. The victim will jump into the water to retrieve the treasure unless forcibly restrained. Once the victim is in the water, the shimmerfish will close in for the kill, biting with their hundreds of razor-sharp teeth. Fisherfolk, sailors, and others who spend most of their lives at sea are resistant to the lure of the shimmerfish (+4 bonus

on saving throws). New mariners have the most difficulty.

SHIMMERFISH

CLIMATE/TERRAIN:	Any saltwater
FREQUENCY:	Uncommon
ORGANIZATION:	School
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Very (11-12)
TREASURE:	Nil
ALIGNMENT:	Neutral evil
NO. APPEARING:	2d10
ARMOR CLASS:	5
MOVEMENT:	Sw 30
HIT DICE:	2+2
THACO:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2d4
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Saves as 4th-level fighter
MAGIC RESISTANCE:	Nil
SIZE:	M (6'-7' long)
MORALE:	Steady (11-12)
XP VALUE:	270



If it becomes clear that their attempts at luring are ineffective, shimmerfish will ram small boats. Each shimmerfish in the group will ram the boat at high speed, one after the other. The boat must make a successful saving throw vs. crushing blow with each attack or spring a leak, which will cause it to sink in 1d4+6 rounds. Shimmerfish can also leap up to 6' in the air to knock victims into the water. The shimmerfish must roll to hit, and then the victim must make a successful saving throw vs. paralyzation or get knocked into the water.

Shimmerfish love to prolong a victim's death, teasing, drawing out the terror. Shimmerfish



sometimes “rescue” victims of a shipwreck, carry them heartbreakingly close to shore, and then attack, just to watch the victims’ rising hopes come crashing down in a rising tide of desperation.

Habitat/Society: Shimmerfish follow schools of fish in groups of varying size. Most groups contain only a few members, although occasionally larger groups will form temporarily.

Shimmerfish can sustain speeds of up to 19 miles per hour, with short bursts of more than 25 miles per hour. Their lungs are adapted to allow them to dive to depths of more than 1,000 feet for short periods of time.

Ecology: In one day, a shimmerfish eats nearly one-third of its weight, mostly in fish and squid.

Shimmerfish reach maturity at about six years old, at which time their previously dull skin becomes shimmery. They mate in the spring and have a gestation period of eleven or twelve months. Calves swim and breathe minutes after birth.

Shimmerfish have a language composed primarily of clicking sounds and whistles. These also act as part of an echolocation system, similar to that of a bat, enabling the shimmerfish to navigate and detect prey.

Shimmerfish have a gland in the head that holds a small quantity of valuable oil, which is used to lubricate delicate mechanisms. Each shimmerfish gland holds about one ounce of oil, which sells for between one and five gold pieces. Also, raw, uncured hide sells for about two gold pieces, and a cured shimmerfish hide is a beautiful thing worth at least 10 gold pieces.

CLIMATE/TERRAIN: Any tropical or subtropical land

FREQUENCY: Rare

ORGANIZATION: Flock

ACTIVITY CYCLE: Any

DIET: Carnivore

INTELLIGENCE: Semi- (2-4)

TREASURE: Nil

ALIGNMENT: Neutral (evil)

NO. APPEARING: 2d4

ARMOR CLASS: 3 (7)

MOVEMENT: 6, Fl 15 (C)

HIT DICE: 4-7

THAC0: 4 HD: 17

5-6 HD: 15

7 HD: 13

NO. OF ATTACKS: 2 (claw/claw)

DAMAGE/ATTACK: 1d4/1d4

SPECIAL ATTACKS: Bite (2d4)

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Nil

SIZE: H (12'-21' wingspan)

MORALE: Steady (11-12)

XP VALUE:

4 HD 175 (270 w/Legacy)

5 HD 270 (420 w/Legacy)

6 HD 420 (650 w/Legacy)

7 HD 650 (975 w/Legacy)

The skinwing is a reptilian, batlike creature found in warm climates. A skinwing resembles a furless bat with dirty brown scales. Its wings are utterly hairless and resemble tough, leathery skin. A skinwing has large black eyes that function well in both dim and bright light. Skinwings have a wingspan of about three feet per Hit Die. Their bodies are quite small in comparison to their wings, usually about one foot long per Hit Die.

Orcs commonly keep these creatures as mounts. The lizardmen of Shazak sometimes use them as mounts, although they prefer to use giant bats.

The Red Curse: Some skinwings (25%) have Legacies from Region 3. Typical skinwing Legacies include Anti-Missile and Gaseous Form. Skinwings do not require *cinnabryl*.

Combat: A skinwing attacks with either its teeth or claws. If it uses its bite attack (2d4), it must either land or fly very slowly. The skinwing is AC 7 only if it uses this mode of attack. If the skinwing uses its claw/

SKINWING





claw attack, it rakes its sharp claws across the top or back of its prey and flies out of range before the creature can retaliate. The flock usually attacks a single target, and each member gets an attack against that target. A flock of skinwings can bring down large prey using this maneuver.

If both claws attacks are successful and the victim is less than one-half of the maximum weight the skinwing can carry, the skinwing carries the victim aloft. Thereafter, the skinwing inflicts 2d4 points of damage per round.

A skinwing can carry a rider, albeit for short distances, but it must have a drop-off in order to become airborne. A skinwing can carry about 30 pounds per Hit Die. A 4 Hit Die skinwing could thus carry a load of 120 pounds. Skinwings cannot fly higher than about 1,000 feet. Above that altitude, the air is too cold for them.

While carrying a rider, the skinwing must make a successful saving throw vs. paralyzation every half hour in order to continue flying. If the saving throw fails,

the skinwing is exhausted and must land immediately. Skinwings cannot attack if they are carrying a rider.

Skinwings who have taken 50% or more damage can no longer fly until they are fully healed.

Habitat/Society: A skinwing usually will not attack man-sized or larger creatures unless it has been trained to do so. A flock of skinwings will attack a larger creature only if they are very hungry.

Skinwings are very hard to train. Once they are trained, however, they make superior mounts, able to anticipate their riders' needs. A trained skinwing gets a +1 bonus to morale.

While skinwings can be found almost anywhere, they prefer warmer climes, since they have a reptilian heritage. They live in caves, dark buildings, or heavily shrouded forests and feed during the day, when they are most active.

Ecology: Skinwings are predators and scavengers. They will eat carrion and insects. The wings of a skinwing can be cured into a high quality leather.

SPAWN OF NIMMUR

	Spawn of Nimmur	Ziggurat Horror
CLIMATE/TERRAIN:	Tropical or subtropical deserts or caves	Tropical or subtropical deserts or caves
FREQUENCY:	Very rare	Very rare
ORGANIZATION:	Solitary	Squad
ACTIVITY CYCLE:	Night	Night
DIET:	Life	Life
INTELLIGENCE:	Low to Genius (5-18)	Non- (0)
TREASURE:	J, K, M, Q	Nil
ALIGNMENT:	Neutral evil	Neutral evil
NO. APPEARING:	1	1d4+1
ARMOR CLASS:	4	6
MOVEMENT:	12	9
HIT DICE:	11	3
THACO:	9	17
NO. OF ATTACKS:	3 (claw/claw/tail)	3 (claw/claw/tail)
DAMAGE/ATTACK: or by weapon	1d4+1/1d4+1/1d4 or by weapon	1d4+1/1d4+1/1d4
SPECIAL ATTACKS:	Poison	Poison
SPECIAL DEFENSES:	Hit only by <i>red steel</i> or +1 or better magical weapons, spell immunities	Spell immunities
MAGIC RESISTANCE:	Nil	Nil
SIZE: plus 10' tail)	L (6' tall, 4' long plus 10' tail)	L (6' tall, 4' long
MORALE:	Fearless (19-20)	Special
XP VALUE:	8,000 (+2,000 if a spellcaster)	420





When a powerful (11 or more Hit Die) Nimmurian manscorpion dies from exposure to sunlight, it has a 1% chance per Hit Die of becoming undead, rising as an avenging spawn of Nimmur when the sun sets. Spawn of Nimmur retain any combat or spell casting abilities they had in life but can no longer gain levels.

Spawn of Nimmur appear as tattered and burned manscorpions. Their flesh is blackened and crisp, crackling as they move with bits continually flaking off. Their red eyes glow with an eerie inner fire.

The Red Curse: Spawn of Nimmur and ziggurat horrors never acquire Legacies or need *cinnabryl*.

Combat: All spawn of Nimmur have the ability to inject a deadly poison with their sting. The victim must make a successful saving throw vs. poison with a -3 penalty or die instantly. Even if the saving throw succeeds, the victim permanently loses one point of Strength, Constitution, and Dexterity.

A spawn that had spellcasting abilities in life retains those abilities in its new undead form. Spawn of Nimmur are turned as lichs.

The Spawn of Nimmur are immune to *sleep*, *charm*, *hold*, cold, death magic, poisons, and mind-affecting spells. *Red steel* or +1 or better magical weapons are required to hit a spawn of Nimmur.

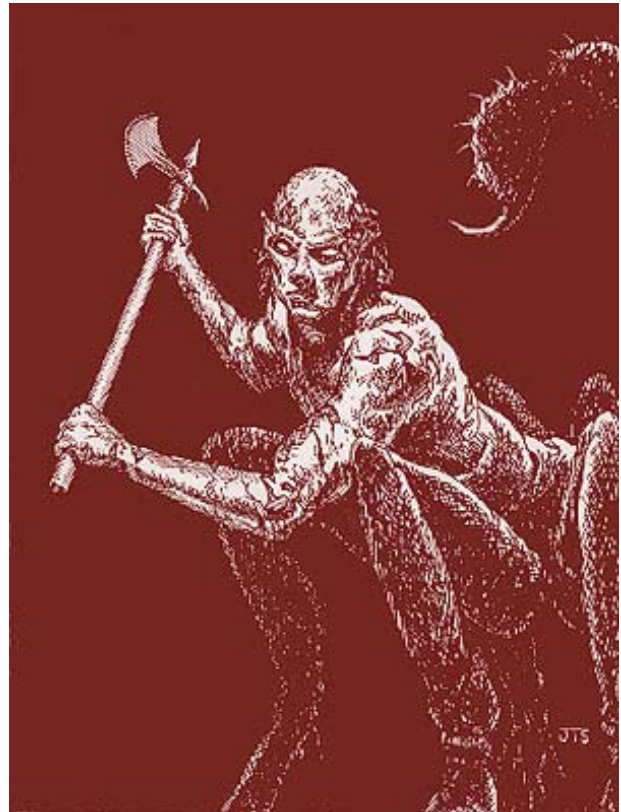
A spawn of Nimmur exposed to sunlight takes damage as a manscorpion, but this damage cannot permanently destroy it. The creature will reform once the night falls. Spawn of Nimmur regenerate 1 hit point per turn spent in darkness and can pull themselves together from dust if need be. Idu's curse has already had its worst possible effect of the spawn of Nimmur, so they are relatively immune to further danger from sunlight.

If the ashes of a sun-burned manscorpion are sprinkled with holy water from a temple dedicated to the Immortal Idu (Ixion), blessed, and scattered to the four winds, the manscorpion cannot rise as a spawn of Nimmur. A spawn of Nimmur can also be permanently destroyed with this procedure.

Habitat/Society: Spawn of Nimmur are highly regarded in the twisted and warped Nimmurian manscorpion society. The manscorpions revere anyone with the strength of will to withstand Idu's fire and become undead. The spawn of Nimmur are also regarded as having the favor of Nin-Hurabi (Nyx), a manscorpion Immortal patron. The spawn are often driven and obsessed with exacting horrible revenge

on whoever caused them to be "burned and reborn" under the sun.

Ecology: Only very powerful manscorpions can "survive" the burning process to become true Spawn of Nimmur. They also often serve as fearsome predators in the night.



Ziggurat Horrors

Ziggurat horrors are identical in appearance to the more powerful spawn. Ziggurat horrors are intentionally made by Nimmurian priests, under carefully controlled conditions. Ziggurat horrors are used to defend the darker crypts of Nimmurian temples, often under the control of a spawn of Nimmur. Ziggurat horrors are much weaker than the spawn. Ziggurat horrors are turned as zombies, do not regenerate, can be hit by normal weapons, and are essentially mindless. Like most undead, ziggurat horrors are immune to *sleep*, *charm*, *hold*, death magic, poisons, and cold-based spells.

The sting of a ziggurat horror injects a poison which causes 3d8 points of damage. A successful saving throw vs. poison lowers this to half damage.

The distinction between a spawn of Nimmur and a ziggurat horror is not well known, and the Nimmurian priesthood certainly does not spread information about them. To most outsiders, the two would appear identical.



SPIDER-SPY

CLIMATE/TERRAIN:	Forest
FREQUENCY:	Very rare
ORGANIZATION:	Webs
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1d4+1
ARMOR CLASS:	8
MOVEMENT:	6, Wb 15
HIT DICE:	1+1
THACO:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1
SPECIAL ATTACKS:	Poison
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	S (2' diameter)
MORALE:	Steady (11-12)
XP VALUE:	175

Spider-spies are enchanted spiders of large size, developed by the Herathian mages. The spider-spies are one of the more successful Herathian biological design endeavors. Unlike a regular spider, the webs of a spider-spy are usually large, gossamer-thin web-lines rather than thick, sprawling affairs. The lines are only slightly thicker than a human hair and can cover up to one square mile per hit point of the spider.

These webs are not used to trap prey, but to relay messages to the spider-spy and then to the aranea controlling the spy. Any creature touching the web alerts the spy. The spider-spy can tell a remarkable amount about the creature in that single moment. For example, the spider-spy can identify the creature's exact location, approximate size, mental state (anxious, despondent, gloating, etc.), general alignment (evil, good, or neutral), magical abilities, race, sex, and approximate age. It can also determine whether the creature has Legacies. If the creature touching the web fails a saving throw vs. magic, the spider-spy also gets an indication of the creature's surface thoughts, as per the *ESP* spell. The Herathians train the spider spies to filter out "noise" contacts, such as when one of their webs gets broken by a bird, cat, forest ray, etc.

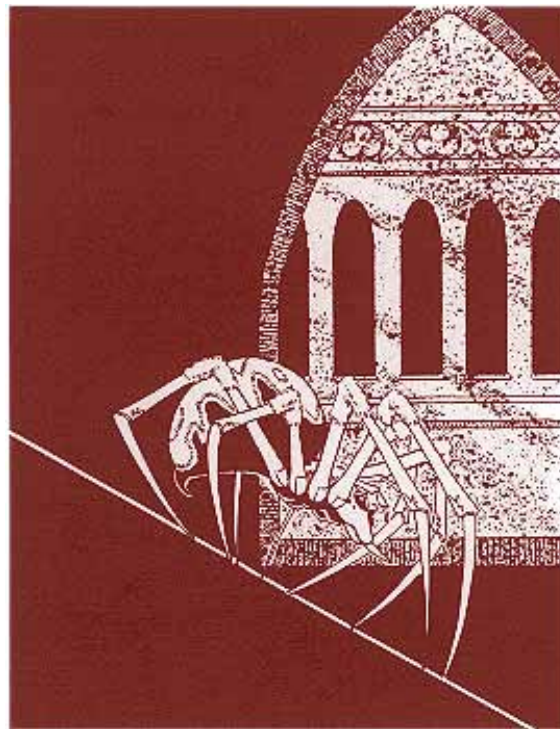
Spider-spy controllers are highly trained and valued individuals in aranean society. Communicating with the spider-spies is a difficult art requiring at least two nonweapon proficiency slots. Spider-spies

communicate with their keepers via a soft chittering language, using sounds produced through their mouths and spinnerets, complemented by signs made with their legs.

The Red Curse: Spider spies acquire Legacies and require *cinnabryl*. Their aranean masters usually supply this metal for them.

Combat: Spider-spies are trained to flee from combat if at all possible. The spiders spies are too valuable to be risked in combat.

If attacked, spider spies will immediately chitter to alert their caretakers. A spider-spy is usually linked to its controller via an ultra-thin web strand, so it can also send a silent distress call through this strand.



If forced into combat, spider-spies will bite. The victim must make a successful saving throw vs. poison at a +5 bonus or die. Onset time is about five minutes. If the saving throw succeeds, the victim still takes 8 points of damage. A single spider-spy can deliver up to three bites per day.

If more than one spider-spy is forced into combat, one will attempt to bite while the others hang back and shoot webs at the attackers.

Spider-spy webs are so thin that they are essentially invisible. The webs can be discovered with a *detect invisibility* spell. A thief who suspects that the webs may be in the area can use the find/remove traps skill to detect the webs.

Habitat/Society: Spider-spies are found in small



groups, always with an aranea controller nearby. Each group of 2 to 5 spider spies runs one web network (up to nine square miles). One spy sits at the center of the web and gathers information. The other spy(s) travels around the web, repairing breaks and occasionally checking in with the aranea controller. They rotate positions frequently.

Ecology: The spider-spies are not naturally occurring creatures, and their breeding is carefully controlled. Spider spies feed on a diet of small warm-blooded creatures and large insects.

SPIRIT, HEROIC

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	Low to Genius (5-18)
TREASURE:	Nil
ALIGNMENT:	Any
NO. APPEARING:	1
ARMOR CLASS:	See below
MOVEMENT:	See below
HIT DICE:	Nil
THACO:	Nil
NO. OF ATTACKS:	0
DAMAGE/ATTACK:	Nil
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	M(4'-7' tall)
MORALE:	Fearless (20)
XP VALUE:	See below

The heroic spirit is an undead entity who died while attempting to perform some especially heroic deed or defeat some dastardly villain. It remains in the living world to accomplish its "unfinished business." This entails either completing the heroic deed or dishonoring the villain.

The heroic spirit retains whatever alignment it had while living. The spirit first occupies a living victim, who remains mostly free willed and unharmed throughout the process.

The heroic spirit can only communicate through empathy. The host should eventually realize it is haunted (through DM clues) and should then begin

to investigate the circumstances behind the spirit's death and discover its goal.

The heroic spirit only rarely manifests a visible form, usually only to wave adieu when it leaves its host.

The Red Curse: Heroic spirits never acquire Legacies or require *cinnabryl*.

Combat: Most of the time, the heroic spirit remains dormant. It awakens when its host faces deadly peril. In either case, the heroic spirit automatically makes a successful *suggestion* that its host leap into battle, regardless of the odds. The spirit then utters a battle cry through its host, such as "*La fortune sourit aux audacieux*" (fortune favors the brave) or "*qui ne risque rien n'a rien*" (nothing ventured, nothing gained).

During combat, the heroic spirit acts as a *potion of super-heroism* on the host, regardless of class. While in combat, the host must act in the flashiest, bravest manner possible.

Panache is the key here, more so than combat efficiency.

Combat under the effect of the heroic spirit lasts as many rounds as there are foes (with a minimum of 4 rounds and a maximum of 15). The host may then chose whether to withdraw or continue the battle. If withdrawing, the host must still show flair and elegance with the departure.

In addition, the heroic spirit may also allow a host the effects of a Luck Legacy if the host adopts the spirit's flamboyant ways. Once activated, this luck factor remains active even though the heroic spirit is dormant.

The heroic spirit cannot be attacked or turned directly, although it could be forced out by an exorcism. A good-aligned heroic spirit will leave its host voluntarily if the host truly wishes the spirit to leave.

Habitat/Society: The heroic spirit remains in its





host either until its goal is reached or until the host gains an experience level. In the latter case (or if the host dies), the heroic spirit then moves on to another host.

Heroic spirits rarely choose a swashbuckler as a host. Heroic spirits like to change the life of a quiet or a shy person, sometimes even a notorious coward. A heroic spirit will never chose the host of a legacy leech. When two such hosts encounter each other, the heroic spirit and the legacy leech instantly recognize each other. If the host of the heroic spirit does not voluntarily attack the host of the legacy leech, the heroic spirit will

attempt to temporarily take over the host's body with *magic jar*. The host might very well be forced to fight to the death.

Ecology: As an undead creature, the heroic spirit has little effect on the ecology.

The first time the heroic spirit activates, the host receives a one-time bonus of 450 experience points. The bonus comes from the actions the heroic spirit causes its host to perform. A host that actually helps a heroic spirit achieve its goal receives an additional award of 1,000 experience points.

SPIRIT, WALLARAN

	Kangaroo	Koala	Kookaburra
CLIMATE/TERRAIN:	Dreamlands	Dreamlands	Dreamlands
FREQUENCY:	Very rare	Very rare	Very rare
ORGANIZATION:	Solitary	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any	Nocturnal
DIET:	Nil	Nil	Nil
INTELLIGENCE:	Supra-Genius (19–20)		
TREASURE:	Nil	Nil	Nil
ALIGNMENT:	Neutral or good, usually	lawful	
NO. APPEARING:	1	1	1
ARMOR CLASS:	0	0	0
MOVEMENT:	18	6	6, Fly 18 (A)
HIT DICE:	10	10	10
THACO:	11	11	11
NO. OF ATTACKS:	3	1	1
DAMAGE/ATTACK:	1d3/1d3/2d4	1d2	1
SPECIAL ATTACKS:	Nil	Nil	Nil
SPECIAL DEFENSES:	See below	See below	See below
MAGIC RESISTANCE:	95%	95%	95%
SIZE:	M (5' tall)	S (2 1/2' tall)	T (18' tall)
MORALE:	Special	Special	Special
XP VALUE:	1,000	1,000	1,000

Wallaran spirits are dream-world creatures of the Wallaroo grasslands that function as spirit guides and totems to the wallaras. Wallaran spirits do not inhabit the waking world and will never be found there. Their domain is exclusively the Dreamworld, the world occasionally visited by sleeping mortals when they have a dream that is so detailed it is difficult to tell apart from reality.

Wallaran spirits take the form of various animals from the wallaran grasslands. Many different types exist, but three of the most common forms are the kangaroo, the koala, and the kookaburra. Each animal totem has specific abilities and areas of influence,

which are discussed below.

Wallaran spirits speak directly to the dreaming mind. They can even speak with nonwallaras if they want to.

The Red Curse: Wallaran spirits never acquire Legacies or require *cinnabryl*.

Combat: Combat with a wallaran spirit creature would be a tricky affair at best, although it is theoretically possible. These spirit creatures appear only in the Dreamworld, where they are masters of reality. Any mortal who sees one of these creatures must be



asleep and dreaming. If a dreaming creature attempts to attack a wallaran spirit, the spirit either disappears or the attackers may find that they are suddenly wielding something other than their weapons (such as eucalyptus leaves or pieces of fruit).

So great is the spirit-creature's control of the Dreamworld that spellcasters who attempt to confront a wallaran spirit creature in the Dreamworld will find that their spells simply do not work about 95% of the time.

Wallaran spirits may be hit only by magical weapons that are physically present in the Dreamworld, which is almost impossible. People get to the Dreamworld by dreaming, and anything they have with them in the Dreamworld is merely a reflection of the item, not the real item. To fight a wallaran spirit, the characters would have to find a way to physically travel to the Dreamworld.

A wallaran spirit can impose its will on anyone that visits the Dreamworld. The wallaran spirit effectively has the spell-casting abilities of an 18th-level mage, but it can activate its spells at will, with no casting times or components. It rarely uses offensive, damage-causing spells. If confronted by a violent attacker, the wallaran spirit would use a *polymorph other* to change the attacker into a nonthreatening, peaceful creature.

A creature that has a peaceful dream-encounter with a wallaran spirit receives the 1,000 experience points. No experience points are awarded for fighting a wallaran spirit.

Habitat/Society: Wallaran philosophy states that two worlds exist: the waking world, and the Dreamworld. The wallaras are not sure which world is more real.

In the Dreamlands, wallaran spirits appear only in the deepest of dreams. The spirit will usually give a bit of cryptic advice, sometimes in the form of a vision, poem, euphemism, or riddle. When the advice has been given, something happens to cause a distraction (a noise or rustling in the Dreamworld underbrush), and then the spirit creature disappears. The spirit creature usually leaves the dreamer with a sign in the real world that the vision was true, such as a eucalyptus leaf, feather, or a bit of sand.

These Dreamworld creatures may or may not have a society of their own, but they do have a significant effect on wallaran society. Individual wallaras with the same spirit-creature guide identify with the totem animal and see themselves as part of a group. All wallaras with a kangaroo guide, for example, will regard

each other as brothers.

Most wallaras see their spirit guide at two periods during their life: during their walkabout and when they are about to die. Each time, the spirit guide gives the wallara some advice or reassurance about what is to come.

Wallaran priests, or mendoo, see their spirit guides often and have complex relationships with their totems. The spirit guide is regarded as a companion, helper, and teacher.

Ecology: Each wallara is prohibited from killing, eating, touching, or harming the animal that has the shape of his spirit guide. The wallaran taboo against



killing these animals acts as a conservation device.

Legends state that once the wallaras were wise and powerful, walking with the gods themselves. It is possible that the wallaran spirits of today are actually some of those ancient wallaras, attempting to aid their fallen brethren.

Kangaroo

Kangaroos are ordinarily quite timid, but they are dangerous when angered, pummeling attackers with their forepaws and slashing with their powerful hind legs. The long, muscular tail is used as a support when



the animal sits or walks and for balance when it leaps. Kangaroos are usually gray or dull red in color.

Wallaras who have a kangaroo spirit-guide are the closest thing to warriors that can be found in the peaceful wallaran society. Wallaras of the kangaroo totem are prone to action and are considered hasty by wallaran standards.

Koala

The koala reaches a maximum length of about two and a half feet. It has a large, round head, a vestigial tail, and a stout body covered with thick, ash-gray fur. Its legs are short, and its feet are large. Koalas live high in eucalyptus trees, feeding only on the leaves and flowers of a certain species of eucalyptus. They are lethargic and often remain in the same tree for days. A koala will not relax its hold on a tree, even when it is mortally wounded.

Wallaras with a koala as a spirit guide are sedentary by nature. They are primarily concerned with providing food for the community. These wallaras are extremely loyal, peaceful, and contemplative.

Kookaburra

The kookaburra is stocky grayish bird in the kingfisher family. It is about 18 inches long. It has a loud, raucous call, which inspired its common nickname of "laughing jackass." It rarely catches fish, living mainly on large insects, mice, small birds, and snakes.

Wallaras who see the kookaburra have a dual nature. These wallaras are about as deceptive and tricky as a wallara can get. They tend to be jokers and pranksters. They are outgoing and often act as a contact with outsiders. Kookaburra-wallaras are also the ones that are primarily responsible for rearing wallaran children, since they are friendly and interact well with youngsters. The wallaras take these duties very seriously and will never abandon a child. These wallaras will also join with the kangaroo-wallaras to help defend their communities if necessary.

SUCCULUS

CLIMATE/TERRAIN:	Any land
FREQUENCY:	Rare
ORGANIZATION:	Family
ACTIVITY CYCLE:	Day
DIET:	Omnivore/Metalavore
INTELLIGENCE:	Semi- (2-4)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1d12
ARMOR CLASS:	2
MOVEMENT:	15
HIT DICE:	5
THAC0:	15
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	3d4
SPECIAL ATTACKS:	Eats metal, Legacies
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	S (3' at shoulder)
MORALE:	Average (8-10)
XP VALUE:	420

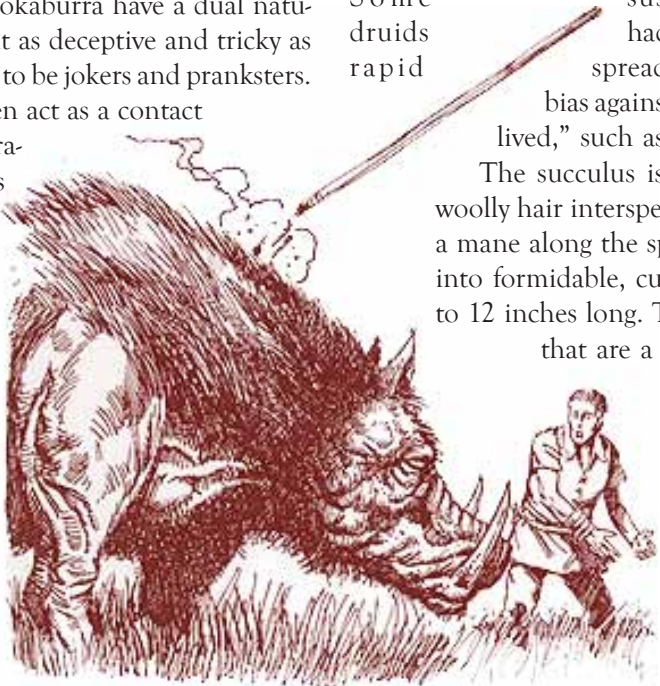
The succulus, also known as the red steel cruncher, closely resembles a wild boar in appearance. The succulus is similar to a rust monster, except that it feeds on *red steel*, *cinnabryl*, and *steel seed*. The creature was first discovered in caves beneath the forests of Robrenn. Since then it has spread throughout the cursed areas of the Savage Coast, much to the consternation of boar-hunters throughout the area.

Some druids suspect that the Robrenn had something to do with its rapid spread, because of their known bias against materials that have "never lived," such as metal and stone.

The succulus is grayish-black, with short, woolly hair interspersed with bristles that form a mane along the spine. The lower teeth grow into formidable, curved tusks, which grow up to 12 inches long. The succulus has small eyes that are a deep rust-red color.

The Red Curse: Succuli always have two Legacies: Dig and Spikes. However, they rarely become Afflicted due to their *cinnabryl*-rich diet.

Combat: The succulus





can smell *cinnabryl*, *red steel*, and *steel seed* up to 90 feet away. If the succulus touches any of these metals (determined by a successful attack roll), the metal immediately disintegrates into a powder which is easily consumed by the creature. Magical weapons have a chance of being unaffected equal to 10% for each plus the weapon has. (A +2 weapon or armor has a 20% chance of not being affected.) Metal weapons striking a succulus are affected just as if the creature had touched them. Nonweapon magical items made from *cinnabryl*, *red steel*, or *steel seed* count as +2 magical weapons for purposes of determining whether or not they disintegrate.

The succulus is a fairly intelligent creature. As such, it cannot be distracted by the old “throw out some *red steel* spikes” trick. It will attack anyone carrying an item made of *red steel* or *cinnabryl*. A succulus frequently charges such persons while activating its Spike Legacy, hoping that the victim will strike at them with the weapon or item.

Feeding time always takes one round regardless of the size of the metal meal.

Habitat/Society: A succulus is nearly always found in the company of a group of wild swine. During any encounter with a succulus, there is also a 5% chance of encountering a single offspring, which counts as a half-strength succulus. The red steel cruncher searches far and wide for supplies of fresh metals. It will eat raw ore, but prefers the refined, forged metal.

Ecology: The flesh of the succulus is not edible since it is thoroughly impregnated with heavy metals.

A herd of wild boars will recognize that a succulus is different but will usually let it join the herd anyway. The succulus excavates vast holes when it roots for *cinnabryl* and usually digs up all sorts of roots and tubers and things that the boars like to eat.

If two red steel crunchers mate, the offspring will be red steel crunchers. If a succulus mates with a wild swine, the offspring have a 5% chance of being red steel crunchers.

The hide of a succulus can be cured into a very tough, metal-impregnated leather. The leather can be made into armor equivalent to studded leather armor (AC 7).

If captured young and carefully trained, a succulus could serve as a *cinnabryl* deposit indicator, but it would be very expensive to feed.

SWAMPMARE

CLIMATE/TERRAIN:	Any swamp or rain forest
FREQUENCY:	Uncommon
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Day
DIET:	Herbivore
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	3d4
ARMOR CLASS:	5
MOVEMENT:	6, Sw 12
HIT DICE:	3+1
THACO:	17
NO. OF ATTACKS:	3 (claw/claw/bite)
DAMAGE/ATTACK:	1d4/1d4/1d8
SPECIAL ATTACKS:	Forefeet (1d6)
SPECIAL DEFENSES:	Plant form
MAGIC RESISTANCE:	Nil
SIZE:	L (6'-8' long)
MORALE:	Average (8-10)
XP VALUE:	175

Swampmares are large, water-loving creatures related to tapirs. The gurrash of the Bayou use them as war mounts, beasts of burden, and occasionally as food. The swampmare is just big enough to carry a single gurrash rider. Swampmares can swim and walk through water, swamp muck, and the overgrown swamp jungle.

All swampmares have tough, leathery skin with a greenish coloration. They also have webbed, clawed feet to aid them in swimming through deep swamp muck. Its head is characterized by a short snout, beady eyes, and short ears.

The Red Curse: Swampmares do not require *cinnabryl*, but they do have the Plant Form Legacy, which they use to take the form of a bald cypress tree. A swampmare in cypress-tree form is indistinguishable from a real cypress. The ability to transform into a tree provides the swampmare with an excellent defense mechanism against large, meat-loving predators. Swampmares found in rain forests transform into more appropriate tree forms.

Combat: In combat, the swampmare delivers a vicious bite. In the water, the swampmare can also lash out with its clawed forefeet, using all four of its attacks.





If a swampmare fails a morale check during combat and fleeing appears to be impossible, it turns into a tree and attempts to wait out the trouble. The transformation process takes one round. The tree form, while not invulnerable, is considerably tougher. Treat the cypress-tree form as AC 0. Weapon attacks to the tree-form do a maximum of 1 point of damage per



round. This plant form does not bleed or otherwise reveal that it is an animal in plant form.

If areas with thick vegetation, the swampmare's coloration allows it to blend into the background, giving the swampmare a 30% chance to hide in shadows.

Habitat/Society: Swampmares live in dense rain forests and swamps. When threatened, they squeal and flee to the water for safety; their squeal seems to be a means of communication with other members of the family group.

The swampmares used by the gurrash are domestic, carefully bred strains.

Ecology: A swampmare can remain in tree form for up to six hours per day, which is considerably longer than normal Legacy durations. As a swampmare ages, it spends more and more time in cypress-tree form. Finally, when a swampmare succumbs to old age, it usually simply transforms itself into a tree and never changes back.

Swampmares feed primarily on leaves, fruit, and other vegetation. They need a minimum of two hours of sunlight per day in order to stay healthy. Also, a swampmare that spends three or more hours in tree-form in strong sunlight gathers enough energy to "feed" itself for a day. The gurrash often take advantage of this ability during times of war. They simply encourage their swampmare mounts to turn into trees for a few hours each day, eliminating their need for food.

Bald cypress trees are deciduous and have massive trunks that can be as much as 170 feet high. The roots of the bald cypress form natural crooks or knees that extend above the water. The knees are frequently used for the construction of wooden boats. The bald cypress is a valuable timber tree, and the gurrash could probably make a considerable profit from timber sales if they were willing to trade.

SWORDSMAN, CLOCKWORK

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	Very to Exceptional (11-16)
TREASURE:	Q(x2), see below
ALIGNMENT:	Chaotic good
NO. APPEARING:	1
ARMOR CLASS:	2
MOVEMENT:	12
HIT DICE:	5-10
THAC0:	5-6 HD: 15 7-8 HD: 13 9-10 HD: 11
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	By weapon (+3 Strength bonus)
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	M (6' tall)
MORALE:	Fearless (19-20)
XP VALUE:	
5 HD	650
6 HD	975
7 HD	1,400
8 HD	2,000
	(+1000 per additional HD)





Clockwork swordsmen are the mechanical and magical creations of powerful mages, originally devised as elite bodyguards. Clockwork swordsmen are fearless and act according to a “code of conduct” very similar to that of a swashbuckler. The DM should treat the clockwork swordsman as a swashbuckler of level equal to its Hit Dice. The clockwork swordsman has all the applicable nonweapon proficiencies and swashbuckler abilities, but they never belong to any of the fighting schools. (See *The SAVAGE COAST Campaign Book* for the swashbuckler description.) Because of its mechanical nature, the clockwork swordsman succeeds on all proficiency checks on a roll of 18 or less.

Clockwork swordsmen are sentient, generally intelligent and charismatic, but they have a horrendous Wisdom. It is very difficult for them to learn from their mistakes, and they will repeat the same error over and over again, even if corrected. These automatons are quite capable of handling sophisticated missions within a limited time frame and are capable of limited interpolation and extrapolation of past behavior to cope with new situations. However, the results generally leave something to be desired.

Clockwork swordsmen are almost perfect replicas of the humanoids they were built to emulate, with only slight clicks and whirs to betray their true nature. All clockwork swordsmen are obsessed with the fact that they only have a mechanical heart and no soul. They see this condition as a curse. A clockwork swordsman in company is cheery and quite outgoing. When a clockwork swordsman thinks that is unobserved or alone, however, it can be quite morose and melancholy. As magical constructs, they are bound to serve their creators, but most clockwork swordsmen quickly develop an intense dislike (or even hatred) for their creators.

The Red Curse: Clockwork swordsmen never acquire Legacies or require *cinnabryl*.

Combat: Consult the following table to determine what additional action the clockwork swordsman attempts each round. A clockwork swordsman loses one full hour of activity for each point of damage it inflicts, so it is unlikely to actually attack unless absolutely necessary.

	action attempted
1d100	
01–25	Fancy move
26–45	Amusing quip
46–60	Salute or disarm
61–75	Charming compliment
76–90	Embarrassing maneuver
91–00	Bold fencing attack

Fancy move: The automaton daringly moves across the room with this flashy maneuver (treat as a parry). All clockwork swordsmen parry as 10th-level fighters, which gives them a –6 AC bonus.

Amusing quip: The clockwork swordsman calls out an amusing joke at the expense of its opponent, such as “I’ve spoken with pigs more polite than you.” Treat this as a parry plus a *taunt* against one target.

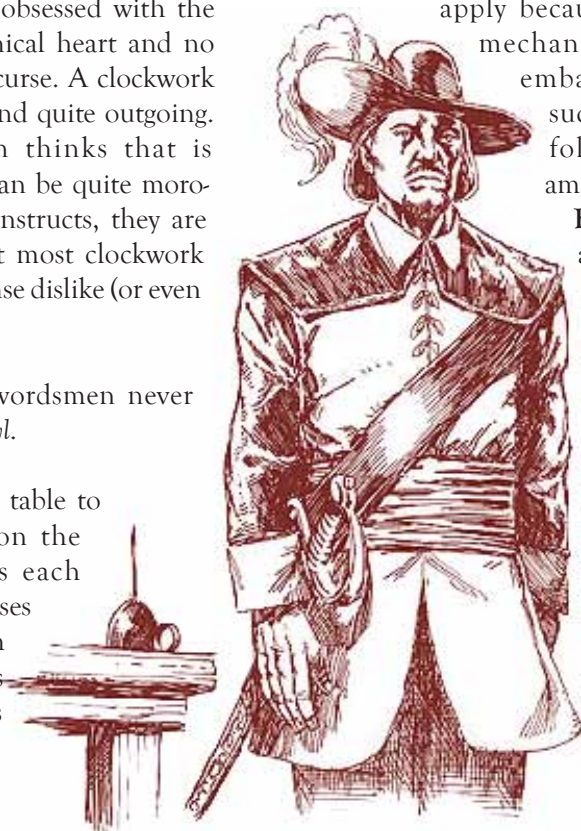
Salute: The clockwork swordsman calls out a poetic and amusing salute for friends and foes alike. The salute has the same effect as a bard’s heroic inspiration, giving all friends a +1 bonus to attack rolls. The effect lasts one round per Hit Die of the automaton.

Charming compliment: This is always directed at a person of the opposite sex. The target must make a successful saving throw vs. spell or behave as if under the effects of a *charm person* spell.

Embarrassing maneuver: The automaton attempts a daring and flashy maneuver aimed at embarrassing the target, such as cutting a belt or suspenders, spanking an opponent’s posterior with the flat of its blade, etc. The normal called-shot penalties do not apply because of the automaton’s mechanical nature. The embarrassing maneuver, if successful, is immediately followed by a relevant amusing quip.

Bold fencing attack: The automaton rushes its opponent, gaining a +2 bonus on all of its attack rolls that round and causing the foe to retreat 1d10 steps. This is most effective when fighting on stairs, balconies, and cliffs. If the automaton has fewer than 50 hours of activity remaining, ignore this result.

These automatons are immune to spells that influence the mind,





such as *charm person* and *suggestion*. However, *ESP* and *telepathy* will affect them.

A clockwork swordsman is usually armed with either a rapier and main-gauche or a saber and stiletto, although they will sometimes (20%) have a wheellock pistol. A clockwork swordsman has an effective strength of 18, giving it a +1 bonus to hit and a +3 bonus to damage.

Clockwork swordsmen always seek to avoid water. Most of them even carry a can of oil, just in case. Exposure to moisture can damage their internal mechanisms. If exposed to moisture, the clockwork swordsman must make a successful saving throw vs. poison or take 6d6 points of damage 1d4 days after the exposure. These automatons are also terrified of rust monsters.

Habitat/Society: Clockwork swordsmen have no treasure and generally have no desire to accumulate any beyond the trappings necessary to support a flashy, graceful lifestyle. Clockwork swordsmen seek to emulate swashbucklers in every particular, including the flashy clothing, gaudy belongings, and lavish gifts.

Clockwork swordsmen desire above all else to be human. As such, they attempt to behave as humanly as possible. Clockwork swordsmen often harbor deep fears that they do not really have emotions and a sense of humor. Given the opportunity, a clockwork swordsman will ask endless questions about “emotions” and what it means to be “real.”

Clockwork swordsmen are valuable and expensive servants. Most creators will not risk their creations unnecessarily, so they send them out only on critically important missions. Most of the time, they keep such automatons close by to serve as bodyguards. In this case, a clockwork swordsman may only be partially wound up, forcing it to stay close to its master.

Ecology: “Swordsman” is kind of a misnomer, because roughly half of these automatons are female.

If destroyed, the body of a clockwork swordsman yields rare gems equivalent to a Q(x2) treasure and precious metals (gold, platinum, and silver) worth 1d4x1000 gold pieces. These materials are part of the automaton’s internal workings.

Clockwork swordsmen need to be rewound on a regular basis. They can operate for a maximum of (hit points x 10) hours before needing to be rewound. If its springs run out, the clockwork swordsman goes dormant. When encountered, use percentile dice to determine what percentage of activity it has left, with a minimum of 10%. A clockwork swordsman with

45 hit points would have a maximum activity duration of 450 hours (about two and a half weeks). A percentile roll of 70% would indicate that it has 315 hours of activity left in its springs when encountered. A clockwork swordsman with less than 50% time remaining is always returning to its creator.

Rewinding a clockwork swordsman takes one round per hour of activity restored. When attempting to fully wind the springs, there is a 10% chance of breaking the automaton’s delicate internal workings, which effectively kills it. Clockwork swordsmen cannot be raised since they have no souls. They can be repaired, but only by the original creator. Clockwork swordsmen cannot rewind themselves, and the most powerful automatons (9 or more Hit Dice) often require magical keys, which are usually safeguarded by their creators.

A clockwork swordsman could conceivably host a heroic spirit. Such a clockwork swordsman could rewind itself, **if it obtained its key**. This would allow it to become independent from its creator. The heroic spirit would stay with its mechanical host until its internal workings rusted, which could be a very long time.

Rogue Automaton

Occasionally, a clockwork swordsman becomes a host for a legacy leech. The combination creates an utterly ruthless, cold-hearted, mechanical killer known as a rogue automaton. Like a clockwork swordsman hosting a heroic spirit, a rogue automaton has no need for a key, and it is independent from its creator. The rogue automaton and the legacy leech exist in a symbiotic partnership, so the legacy leech will often let the rogue use its stolen Legacies.

A rogue automaton retains all of its swashbuckling abilities and flashy behavior patterns, so they can be quite deadly. Rogue automatons always function with an effective Strength of 19. Rogues also develop a taste for wealth for its own sake and will often accumulate a significant treasure horde.

Rogue automatons will stop at nothing to track down and kill their creators. Rogues prefer a long, drawn-out stalking campaign culminating in the dramatic death of their creators. A rogue automaton attempts to kill any other clockwork servants made by its creators first, then living servants and immediate relatives, leaving its creators for last.

Other types of clockwork automatons are certainly possible. For example, a mage might construct a mechanical body servant, laboratory assistant, or even a horse.



SYMBIONT, SHADOW

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	See below
INTELLIGENCE:	Very (11-12)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1d4
ARMOR CLASS:	10/2
MOVEMENT:	Nil/15
HIT DICE:	1/8
THACO:	19/13
NO. OF ATTACKS:	0/2
DAMAGE/ATTACK:	Nil/(2d4/2d4)
SPECIAL ATTACKS:	Energy drain
SPECIAL DEFENSES:	Hit only by +1 or better magical weapons
MAGIC RESISTANCE:	Nil
SIZE:	T (1'-3')/M (5' tall at the shoulder)
MORALE:	Steady (11-12) /Champion (15-16)
XP VALUE:	120/5000

Shadow symbionts are mysterious creatures from the Plane of Shadows. Each of these creatures can take one of four different shapes: a black scarf, a cloak, a pair of boots, or a set of gloves. Each symbiont appears as a finely crafted item, automatically adapting to the wearer's size and shape when worn. These creatures do not give off a magical aura. The creature's statistics are given for both the Prime Material Plane and the Plane of Shadows.

When worn, these creatures begin to feed on the wearer's energy (in the form of experience points). In exchange, they grant the wearer special benefits.

The Mask: Appears as a black bandanna or scarf, which should be worn on the head. When the wearer concentrates, the scarf makes him immune to mind-affecting magic. Cost: 20 XPs per use, times the wearer's level.

The Cloak: This large black cloak absorbs all magical damage that would otherwise send the wearer below zero hit points. It only protects from magic that affects hit points. Cost: 10 XPs per point of damage absorbed, times the wearer's level.

The Gloves: This symbiont appear to be a pair of



fine leather gloves. They allow the equivalent of the Luck Legacy, limited to actions involving the wearer's hands. Cost: 20 XPs per use, times the wearer's level.

The Boots: These fine, knee-high leather boots allow the wearer to cast *dimension door*. They also can lead the wearer's steps into situations likely

to earn experience (which could be either good or bad for the wearer; this ability costs nothing). The latter ability does not affect the wearer's decision-making ability. Cost: 10 XPs per use, times the wearer's level.

The Red Curse: Shadow symbionts are completely immune to the effects of the Red Curse.

Combat: These creatures can only be harmed by magical spells or by +1 or better magical weapons. All damage caused to the symbionts also affects the wearer. If an attempt is made to kill them, they plane shift to the Plane of Shadows (with the wearer) rather than face destruction.

A wearer who does not gain enough new XPs to feed the symbiont must attempt a saving throw vs. spell. If it is successful, the symbiont leaves (melting away into a deep shadow) after leeching three times the "missing" XPs. If the saving throw fails, the symbiont plane shifts to the Plane of Shadows, taking the host with it. Once it reaches the Plane of Shadows, the symbiont attempts to devour the wearer.

In the Plane of Shadows, each symbiont appears as a shadowy humanoid of indistinct shape with red eyes. Each successful attack by the shadow symbiont also drains 10% of a level's worth of experience and 1 point of either Constitution or Strength (equal chance) from the victim.

On the Plane of Shadows, each symbiont also gains a special ability. The mask cannot be affected by mind-affecting magic, the cloak subtracts 8 points of damage





from each attack inflicted on it, the gloves behave as if they had the Luck Legacy, and the boots can cast *dimension door* once per round (as an 8th-level mage).

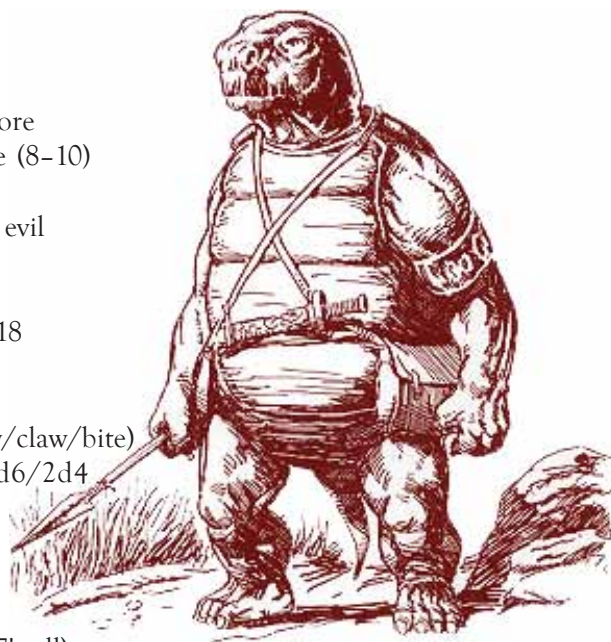
Habitat/Society: These sentient creatures seek adventurous people, like swashbucklers. The symbionts feel incomplete if separated from each other

and will always try to influence their wearer to find the missing symbionts.

Ecology: While the shadow symbionts have little impact on the ecology as a whole, they have dramatic effects on individuals.

TURTLE

	Turtle	Snapper
CLIMATE/TERRAIN:	Forest, beaches	Ocean shores
FREQUENCY:	Uncommon	Rare
ORGANIZATION:	Tribe	Pack
ACTIVITY CYCLE:	Day	Day
DIET:	Omnivore	Carnivore
INTELLIGENCE:	Average (8-10)	Average (8-10)
TREASURE:	K	U
ALIGNMENT:	Any	Lawful evil
NO. APPEARING:	2d6	2d10
ARMOR CLASS:	3 (1)	5
MOVEMENT:	6, Sw 3	6, Sw 18
HIT DICE:	2	3
THACO:	19	17
NO. OF ATTACKS:	2 (claws)	3 (claw/claw/bite)
DAMAGE/ATTACK: (or by weapon)	1d4/1d4 (or weapon + bite)	1d6/1d6/2d4
SPECIAL ATTACKS:	Bite	Nil
SPECIAL DEFENSES:	Shell	Nil
MAGIC RESISTANCE:	Nil	Nil
SIZE:	M (5'-7' tall)	M (6'-7' tall)
MORALE:	Fanatic (17-18)	Steady (11-12)
XP VALUE:	120	120



Turtles are land-dwelling, humanoid tortoises. They walk upright with a ponderous, rolling gait. The creatures have leathery, reptilian skin and shells that cover their backs and bellies. Only their heads, limbs, and tails stick out of their shells. An adult turtle stands about 6 feet tall and weighs more than 500 pounds.

Turtles have no hair; their skin is mostly olive or blue-green. Their back shells are usually shinier and darker than their skin, while their front shells tend to be lighter, with a yellowish cast. A turtle's eyes look something like the eyes of humans, except that the pupils are horizontal ovals in shape. The irises are vibrantly colored, usually blue, but sometimes green or red. A turtle's mouth is beaklike and toothless and can deliver a vicious bite.

Turtles are stocky, but most of their weight comes from their shells, so they tend to remain at the same weight throughout their adult lives, never growing fat or thin. Their arms and hands are shaped like those

of humans, but thicker and tipped with sharp claws. Turtles can wield most weapons as easily as humans. Their tails measure about two feet long. Also, they usually wear no clothing, though some may wear cloaks, belts, or harnesses for carrying tools and supplies.

Despite their ancestry, turtles are not especially slow, either mentally or physically; however, they are thinkers who might ponder a question a little longer than most before answering. Most turtles are peaceful and slow to anger. While they have the same range of emotions as humans, turtles are not as demonstrative and often seem cold and distant to more passionate races. Turtles tend to be lawful and good; chaotic or evil individuals are quite rare.

Turtles speak their own language, simply called turtle, but most speak common or some other local language as well.





The Red Curse: Turtles acquire Legacies and require *cinnabryl* to ward off Affliction.

Combat: Turtles generally prefer to avoid conflict, but once engaged, they seldom retreat, knowing that their shells can protect them. Turtles prefer to use weapons in combat, but can claw if unarmed. Some even learn how to bite effectively, inflicting 1d6 points of damage. These creatures prefer short bows, staves, long swords, and flails. When attacking in groups, about half engage the enemy in melee; they then break off the attack and retreat into their shells so that the rest can attack from a distance with missile weapons without risking injury to their friends. After the missile attacks cease, the meleeing turtles come out of their shells and resume the attack. This tactic is repeated as necessary.

Mages and priests are common among turtles, while warriors and bards are uncommon; thieves are extremely rare. The most popular kit for turtles is the Local Hero. Other common kits include the Honorbound, Wokan, Fighting Monk, and Trader.

Special Abilities: Turtles have infravision with a range of 60 feet and can see underwater within this range as well. The creatures automatically gain the swimming nonweapon proficiency, but they are clumsy swimmers. Their natural buoyancy keeps them afloat while they paddle along (even across bogs, quicksand, and mud). Turtles can hold their breath underwater for 10 turns.

Turtles do not wear armor, but they can retreat into their shells for protection. With some effort, they can bend and twist to pull their limbs and head into the shell, but they can take no other actions in the same round. When fully withdrawn, a turtle cannot move or attack, but becomes AC 1 and gains a +4 bonus to all saving throws, even against mental attacks (because the turtle gains the benefit of a shell, it marshals all its inner strength for defense). A withdrawn turtle can hear and smell but cannot see (making it immune to gaze attacks and other attacks that require a victim to see).

Habitat/Society: Turtles prefer warm climates and enjoy sunning themselves; they have little tolerance for cold.

Native turtles have an advanced stone-age level of technology, using bows, staves, and other relatively modern implements. Most of the turtles of the Savage Coast have adapted to the ways of their neighbors, using metal tools and weapons, and turtle smiths are capable of making the finest implements. Turtles tend

to restrict themselves to the tools of the culture in which they live.

This adaptation to neighboring cultures carries over into all aspects of turtle society. Turtles who live outside the boundaries of other nations (the “free” turtles) tend to be simple farmers, many still using ancient “slash and burn” methods. Other free turtles live the simple, if demanding, lives of hunter-gatherers. However, most turtles dwell within other nations, where they are peasants (usually farmers), living in the style of peasants of that nation. Turtle legends claim that the creatures once built cities of grandeur, but little real evidence exists to support this, other than the Monoliths of Zul, near Eusdria. These ruins include carvings, statues, pyramids, and obelisks, and a number of small buildings. Though sages debate incessantly, these are in fact the ruins of the turtles’ brief flirtation with civilization just over 1,000 years ago. The monoliths are sacred to free turtles, who sometimes refer to themselves as “the Free Turtles of Zul.”

Turtles are most common in Bellayne and Renardy and on the beaches south of Renardy. Most modern free turtles live along the beaches in small familial groups, typically in huts made of mud and wood. A cluster of huts forms a village center, with outlying huts forming a perimeter of several hundred yards. Each turtle dwelling has an alarm of some sort, usually a horn or gong. Turtles stay in contact with their neighboring turtles, depending on one another for defense and assistance on major building or farming projects.

The Free City of Dunwick is also located on the turtle beaches. Most Dunwickers are turtle peasants, but other residents include members of just about every intelligent race, including goblinoids. Dunwick was built around the site of an old monastery of the Brotherhood of Order; this is now the mayor’s residence. The site later became a trading post owned by the LB Trading Company, based in Cimarron. Today, many businesses in Dunwick are either owned or financed by the LB Trading Company, with turtle workers, the hired protection of the Texeiran Navy, and a corps of Torreóner swordsmen.

A typical turtle lives about 50 years. The creatures mate only once in their lives and invariably die within a year afterward. (Turtles who do not mate can live to become extremely old, with little loss of vitality.) Mating takes place in late summer, egg-laying during the fall. All females ready to produce eggs gather in a specially prepared compound, which the males guard against all attacks. Turtle eggs are considered delicacies, so the location of the egg-laying grounds is always





defensible. Turtles from all nations travel to these egg-laying grounds in the lands of the free turtles. Each female lays 4–24 eggs, which hatch about six months later. Some young fall prey to predators, but most survive to be raised by adults, usually under the tutelage of aunts and uncles.

Turtle families are unusual, since parents do not live long enough to raise their children. Thus, a turtle family might consist of a small number of adult turtles and a number of their nieces and nephews of varying ages. The “family” is usually very close. Turtles never refer to fathers or mothers, except in reference to the Immortals, including Mother Ocean (Calitha, their protector) and Father Earth (Ka, the bringer of life). Within the last century, most turtles have added two more Immortals to their pantheon, both adopted from the lupins and considered the children of Mother Ocean and Father Earth: Brother Shell (Matin), the protector of families, and Sister Grain (Ralon), the patron of farmers and the bringer of food.

Ecology: Other than using the slash and burn farming method (which leaches nutrients from the soil), turtles generally live in harmony with nature. They are tolerant of most other intelligent people, as long as those beings treat turtles fairly.

Snapper

Snappers are a primitive marine relative of the turtle. They look similar but are broader and more massive, with lumpy, brownish shells and vicious beaks. Snappers cannot retreat into their shells. They have infravision with a range of 60 feet and can see underwater up to twice this distance. The creatures automatically gain the swimming nonweapon proficiency, and they are graceful swimmers compared to the turtles. Snappers can hold their breath underwater for up to two hours.

The creatures favor tridents, nets, and spears but also use their natural weapons. They form small packs, but they have no true leaders. The creatures are bad-tempered and tend to attack any other beings they encounter. Snappers always train their nikt’oo mounts to be aggressive.

Snappers are organized into hunting packs, dominated and run by the largest, toughest male, who can be challenged for leadership at any time.

TROLL, LEGACY

CLIMATE/TERRAIN:	Any coast or swamp
FREQUENCY:	Uncommon
ORGANIZATION:	Group
ACTIVITY CYCLE:	Night
DIET:	Carnivore
INTELLIGENCE:	Low (5–7)
TREASURE:	(D)
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1d8
ARMOR CLASS:	2
MOVEMENT:	3, Sw 12
HIT DICE:	6+12
THAC0:	13
NO. OF ATTACKS:	3 (claw/claw/bite)
DAMAGE/ATTACK:	1d4/1d4/1d8+8
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	Regeneration
MAGIC RESISTANCE:	Nil
SIZE:	L (10' tall)
MORALE:	Champion (15–16)
XP VALUE:	2,000

Legacy trolls are aquatic trolls altered over the generations by the *vermeil* muck lining the floor near their homes. These trolls have a variety of Legacies. These deformed trolls often raid coastal villages looking for food and *cinnabryl*.

These aquatic trolls come in both freshwater and saltwater varieties. Legacy trolls are over eight feet tall. Their arms are thin and frail, but their mouths are wide and lined with dozens of needle-sharp fangs. The color of the Legacy troll ranges from blue-green to olive, tinged with a bit of red. Legacy trolls also regenerate 3 hp per round when immersed in water. Even though they have gills, Legacy trolls can survive out of water for short periods (one hour or less) and often come ashore in search of prey.

Legacy troll shamans have access to Elemental (water) spells.

The Red Curse: Legacy trolls are always fully mutated by the Afflictions associated with their Legacies, although they never suffer any penalties or ability point losses. Troll Legacies vary according to the region they live in but are





usually associated with Charisma or Strength. Typical Legacies by region are listed below, with the associated physical deformation in parenthesis.

Region 1: Armor (scaly skin), Burn (red skin), Grow (one limb permanently twice normal size), Senses (extremely long tongue, fingers, ears, and nose).

Region 2: Animal Form (permanently stuck in half-fish form), Crimson Fire (eyes glow red), Farsight (eyes on stalks), Meld (blends with background like a chameleon), Sleep (droopy features), Spikes (soft spikes all over body).

Region 3: All-Around Vision (four eyes appear at random points on the body), Ball of Fire (red skin), Separation (body part permanently detached), Shock (hair stands on end), Shrink (head is permanently half size).

Region 4: Acid Touch (drools), Duplicate (illusory third arm), Poison (stinger), Spell Shield (scales), Weaken (appears emaciated).

Combat: Legacy trolls attack just like regular trolls. For more details, see the troll entry in the MONSTROUS MANUAL tome.

Habitat/Society: Legacy trolls are found in small colonies containing 1d8 trolls. Groups of more than two are always led by a large female troll, who acts as a chieftain and shaman. She is always the most hideously deformed of all.

Legacy trolls do not lose ability points because of the Red Curse, so they do not desperately need *cinnabryl*. However, they sometimes seek *cinnabryl* to obtain temporary respite from their physical deformations.

Legacy trolls are found up and down the Savage Coast, in rivers, lakes, and along the seashore. Some also live in the Bayou. Most live in groups of underwater nests composed of debris glued together with glandular secretions.

Solitary legacy trolls will sometimes lair in small caves in large coral reefs. In such cases, the troll is 50% likely to have a wolf eel or moray eel companion.

Ecology: In addition to the normal uses for troll blood, the blood of a Legacy troll can be used to make a potion which temporarily relieves the symptoms of that troll's former Legacy. Blood from a troll with the Armor Legacy, for example, could be used to make a potion that will ward off the Affliction associated with Armor.

Their exact life span is unknown but is believed to be in excess of 150 years.

TROSIP

CLIMATE/TERRAIN:	Any interior or subterranean
FREQUENCY:	Very rare
ORGANIZATION:	Colony
ACTIVITY CYCLE:	Any
DIET:	See below
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	4d6
ARMOR CLASS:	10
MOVEMENT:	3
HIT DICE:	1 hp
THACO:	20
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	0
SPECIAL ATTACKS:	Suffocation
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	T (6'-9' diameter)
MORALE:	Unreliable (2-4)
XP VALUE:	35

Trosips look like dark gray dust bunnies. They blend in very well with ordinary cave, dungeon, or household dust. Trosips are attracted to the body heat of sleeping creatures. They snuggle up to these creatures to stay warm, suffocating the victim in the process.

Trosips have had a profound effect on households throughout the Savage Coast region. Even the poorest Savage Coast hovel is kept spotlessly clean, lest it provide a habitat for these deadly creatures.

The Red Curse: Trosips are completely immune to the effects of the Red Curse.

Combat: Trosips attack only sleeping creatures. They have the ability to detect vibrations and motion within a 60-foot radius, ignoring *invisibility* and similar spells. They do not move if somebody is awake within the range of their senses.

When they are not moving, trosips are indistinguishable from normal dust. They become effectively invisible, although they can be detected with any spell or device that allows the user to detect invisible creatures. Some animals, such as cats, can see trosips. Trosips also move silently 95% of the time.

When the trosips attack, the victim must make a successful saving throw vs. paralyzation (only magical



protection bonuses apply) or suffocate in his sleep in 1d4+1 rounds. Once the victim is dead, the trosips leave the cooling body and fade back into the background dust.

If the saving throw is successful, the victim wakes up in time to wave off the marauding trosips. The creatures quickly flee. While they cannot cover long distances at any speed, they can move very quickly in short spurts. Often they are gone and hidden before the victim fully awakens, leaving the victim out of breath, thinking he must have suffered from a nightmare about being suffocated.



It takes at least four trosips to launch an effective attack against a man-sized creature. A group of 24 trosips could thus attack a group of six sleeping adult humans. If more than twelve trosips attack a single creature, the victim must make two successful saving throws in order to survive.

Babies, small children, and invalids are especially vulnerable to this menace.

Habitat/Society: Trosips always congregate in groups. Where one trosip is found, others will surely be nearby.

Trosips were discovered by Tobin, a noted biologist-sage of the time. Tobin used an unknown magical means to mask his presence and observed these deadly creatures in action. Learned folk call these creatures trosips, but common folk often call them “death dust” and “breath-stealers.” Assassins have been known to

use these creatures to kill their victims.

Ecology: Left to themselves, trosips multiply quickly. A single trosip invading a home can multiply into a horde of 24 or more within a matter of days. In addition to the energy that they draw from the body heat of their victims, trosips also feed on bits of dirt and refuse dropped on the floor. If they were less deadly, they would make highly effective household cleaners.

These creatures provide an excellent reason to keep the house spotlessly clean. The Savage Coast obsession with cleanliness has had several side effects, most noticeably a drastic drop in the occurrence of disease.

TYMINID

CLIMATE/TERRAIN:	Mountain or forest
FREQUENCY:	Uncommon
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Nocturnal
DIET:	Carnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	Nil
ALIGNMENT:	Neutral (evil)
NO. APPEARING:	1
ARMOR CLASS:	5
MOVEMENT:	12, Fl 12 (C)
HIT DICE:	3
THACO:	17
NO. OF ATTACKS:	3 (claw/claw/bite)
DAMAGE/ATTACK:	1d4/1d4/1d4+1
SPECIAL ATTACKS:	Musk
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	S (2'-4' long)
MORALE:	Steady (11-12)
XP VALUE:	420

Tyminids are intelligent and very cunning wolverinelike creatures that live in the remote mountains of the Arm of the Immortals. The tyminid is a heavyset beast with short, thick legs; long, curved claws; and a short, bushy tail. Its head is blunt and rounded, its eyes are set widely apart, and its ears barely peek out over its fur. Its mostly dark brown body fur is composed of long, glossy hairs, but it has a light stripe down each side. A tyminid typically has a wingspan equal to twice its body length.

The Red Curse: Tyminids acquire Legacies and require *cinnabryl*. However, most are not able to procure this



metal, so these creatures have an extremely high rate of Affliction.

Combat: Tyminids are adept at hunting from both the ground and the air. Because of the thin mountain air and their relatively high body density, Tyminids require either a long running start or a strong updraft in order to get aloft. Once aloft, they are very maneuverable, able to flicker and dodge from point to point. A tyminid can usually fly only 100 to 200 feet above the ground and only for about 30 minutes at a time before having to land and rest for two to three hours. Tyminids cannot carry any weight when flying.

Tyminids do not engage in aerial combat. However, they will tuck their wings and drop on their prey. If the prey was merely flying at a lower altitude, both the tyminid and its prey go crashing into the ground. The prey cushions the tyminid's fall, so the tyminid takes no falling damage, but the prey does. Tyminids receive a +2 bonus on drop attacks. If the attack succeeds, the tyminid also inflicts double damage on its three subsequent attacks.

Tyminids have a 20% chance to sense invisible or hidden creatures within 30 feet, which allows them to successfully hunt the elusive mythuinn.

In melee combat, the tyminid can spray an opponent with a noxious scent. The spray affects anyone within a

to remove the foul stench.

Habitat/Society: Tyminids are loners. Once a female becomes pregnant, she runs the male off. (He is happy to go.) The young are born in the spring, usually two or three to a litter. The female stays with her kits until they are weaned (or until she gets annoyed with them), then leaves. The kits adapt quickly or die.

Tyminids are mean, nasty, and can nurse a grudge for years. If bothered by a hunter, for example, they are perfectly capable of destroying all of his traps or tracking him down and attacking him in his sleep.

Ecology: Tyminids feed on a variety of plants, birds, and even large mammals, such as reindeer and caribou. Two of their favorite foods are ee'aar and mythuinn folk. While feeding, tyminids will often dismember a carcass and hide the parts in various locations for later consumption. In addition to hunting, tyminids are also scavengers. They are even adept at robbing traps.

The tyminid has thick, frost-resistant fur, so its hide is valuable for making cold-weather garments and can be sold for 10 gold pieces per hide.

UTUKKU

CLIMATE/TERRAIN:	Any
FREQUENCY:	Common on Carceri, very rare elsewhere
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Exceptional (15-16)
TREASURE:	F, R, X
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1
ARMOR CLASS:	-2
MOVEMENT:	15
HIT DICE:	10+5
THACO:	9
NO. OF ATTACKS:	3 (claw/claw/bite)
DAMAGE/ATTACK:	4d4/4d4/3d4
SPECIAL ATTACKS:	Spell use
SPECIAL DEFENSES:	Hit only by +1 or better magical weapons, spell immunities, saving throw bonus
MAGIC RESISTANCE:	50%
SIZE:	L (11'-14' tall)
MORALE:	Champion (15-16)
XP VALUE:	16,000



20' radius of the tyminid. Victims must make a successful saving throw vs. poison or be blinded for 1d4 hours and lose 25% of their Strength and Dexterity for 1d4 turns, due to nausea. Even if the saving throw is successful, the Strength and Dexterity penalties still apply. The scent cannot be removed from cloth or leather. Such items must be destroyed. Victims must be thoroughly scrubbed





Utukku usually inhabit the planes of Carceri, but on rare occasions they will come to the Prime Material Plane, inhabiting caverns or pits in desolate regions. On the Savage Coast, they are most often found in the deserts around the Horn and the Land of the Shifting Dunes, near Trident Bay.

Utukku are roughly humanoid in shape, standing about 12 feet high. An utukku has the head of a lion, with long quills in place of a mane, and a scaled humanoid body. It also has huge, white claws on its hands and feet. These creatures are mostly dark red in color, but their faces are a golden-red. An utukku's eyes are bright yellow with catlike blue pupils.

Utukku have their own language, which resembles low growls and is composed of very few words; meaning is conveyed by tone and inflection. They also have their own written language—a harsh and angular script, which bears some resemblance to the enduk writing style.

The Red Curse: Utukku never gain Legacies, and they do not require *cinnabryl*.

Combat: Utukku use their hands to slash at opponents in battle. Utukku can also use the following powers at will: *detect invisibility*, *read languages*, *know alignment*, and *detect magic*. They can use the following abilities three times per day: *teleport without error* (carrying up to 1500 pounds), *cause fear* (as per *wand of fear*), *create darkness* (30-foot radius), and *lightning bolt* (12d6 points of damage). Once per day, utukku may use a *symbol of discord* and *control weather* as an 18th-level mage. Once per week, an utukku may *cause disease* (by touch) and *polymorph self* into a human or humanoid form for a full day. All utukku have infravision to 120 feet and have a limited form of telepathy, which allows them to communicate with intelligent creatures.

The harsh and deadly nature of the utukku's home environment has forced them to develop resistance to certain magical attack forms. From lightning, fire, or poisonous gas attacks, they take half damage if they fail a saving throw and one-quarter damage if they succeed. They also gain a +4 bonus on saving throws vs. poison. Utukku are immune to any sort of mental probing, such as ESP and *telepathy*.

Habitat/Society: Once per century, each utukku can *plane shift* itself into the Prime Material Plane from Car-

ceri; it can remain on the Prime Material Plane for one year, after which it automatically shifts back to its home plane, taking up to 4,000 pounds of material with it. Because of its relatively short stay on the Prime Material Plane, its lairs are hastily made, and its defenses will not be very complex.

On the Prime Material Plane, utukku use their powers to spread misery and evil through nearby humanoid communities. They do not attempt to gain followers or lead humanoids, preferring to work alone. They attack other creatures from the Outer Planes on sight, regardless of alignment or plane of origin, unless they are outnumbered.

Ecology: Unlike some extraplanar creatures, utukku are mortal, but they have a life span of several thousand years.

Rumors claim that the utukku are the minions or servants of a long-forgotten Immortal that was either destroyed or imprisoned by the enduk patron Immortal. The enmity between this shadowy Immortal patron and Idu would certainly explain the utukku's fierce hatred for the enduks.



VOAT

CLIMATE/TERRAIN:	Any
FREQUENCY:	Common
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Night
DIET:	Scavenger
INTELLIGENCE:	Semi- (2-4)
TREASURE:	(C)
ALIGNMENT:	Neutral (evil)
NO. APPEARING:	5d10
ARMOR CLASS:	7
MOVEMENT:	12, Sw 6
HIT DICE:	1d4 hp
THAC0:	20
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d3
SPECIAL ATTACKS:	Disease
SPECIAL DEFENSES:	Legacy
MAGIC RESISTANCE:	Nil
SIZE:	T (1'-2' long)
MORALE:	Unsteady (5-7)
XP VALUE:	65



The voat is a nocturnal ratlike creature about the size of a cat that exists throughout the Savage Coast. Voats are aggressive, insatiable scavengers, found wherever food is stored. They are a bane for vessels carrying foodstuffs or warehouses storing grain and other perishables. Many a ship captain has cursed the voats upon finding that all the foodstuffs in the cargo have been devoured or spoiled. A voat can eat vast amounts of food or refuse (as much as ten times its weight every day), fouling and destroying far more.

Voats have coarse, greasy, gray fur, grizzled with black and sooty white. They have disgustingly pink scaly tails that flick about constantly. These creatures have large ears, pointed snouts, and extremely powerful teeth, which they use to gnaw through wooden planks to get at stores of food.

The Red Curse: All voats have a Legacy, and most suffer the Affliction caused by that Legacy. Many voats tend to acquire the Phase Legacy. For this reason, most of them have soft, puffy flesh with grotesquely distorted form and features. This distortion makes them even more repulsive than they would otherwise be. These voats tend to sink into solid matter if they spend more than a moment in any one place.

Voats do not usually wear *cinnabryl*, so they are either Afflicted or they pick up what little they need from the trace amounts present in scarlet pimpernel.

Combat: Voats are typically much more aggressive than their giant rat cousins. They will attack small farm animals and domestic animals, such as poultry and cats. They will even attack humanoids given the opportunity. Their tremendous appetites cause them to regard just about anything as food. To a voat, two things exist in the world: things it can eat and rocks.

Voats carry diseases just like rats, so their bites have a 5% chance of infecting victims with a serious disease (such as the plague or typhus fever) unless a successful saving throw vs. poison is made.

Voats, like giant rats, are excellent swimmers and can attack in water as well as on land.

Habitat/Society: Voats exist to eat. They even eat in their sleep. Most voats use the Phase Legacy to enter buildings or ships containing foodstuffs or remote caves containing scarlet pimpernels, where they will make a nest for a short time before moving on.



A voat nest may contain some treasure. Voats collect bright and shiny objects, and sometimes their victims have belongings.

Ecology: Voats are as prolific as rats, breeding three to five times a year, with anywhere from eight to twelve offspring per litter. Voats have a life span of two to four years.

Voats particularly love to eat scarlet pimpernels. A nearly a foolproof way to tell the difference between crimson delight and scarlet pimpernel is to release a voat near a patch of the plants and observe which plants the voat tries to eat. Any plant that the voat tries to eat is a most assuredly a scarlet pimpernel. The only difficulty is then getting the voat off the scarlet pimpernel before it consumes the whole plant.

Cardinal ticks often infest these creatures. As a result, swarms of voats will often form symbiotic relationships with one or more Saragón lyra birds.

Voats can be controlled by the use of traps or poison. However, most voat poisons are extremely toxic to humans and demihumans and should be used with caution.

VOAT, HERATHIAN

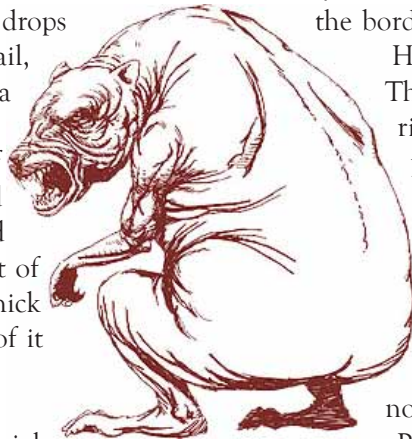
CLIMATE/TERRAIN:	Any forest or plains
FREQUENCY:	Rare
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Semi- (2-4)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1d3
ARMOR CLASS:	5
MOVEMENT:	10
HIT DICE:	7+3
THACO:	13
NO. OF ATTACKS:	3 (claw/claw/bite)
DAMAGE/ATTACK:	1d6/1d6/2d10
SPECIAL ATTACKS:	Stun
SPECIAL DEFENSES:	Regeneration
MAGIC RESISTANCE:	Nil
SIZE:	L (7' tall)
MORALE:	Fearless (20)
XP VALUE:	2,000 (+1,000 per Legacy)





Also known as Slagovich juggernaut, this meat-eating horror is the product of yet another ancient Herathian experiment. It is also one of the Savage Coast's most destructive monsters.

Herathian voats are twisted, hairless voats grown into giant proportions. It is a bipedal monster which lumbers awkwardly along on two huge feet but is capable of short bursts of speed (Movement Rate of 18 for three rounds) if it drops down on all fours. It has no tail, but it has large, black eyes and a blunt muzzle filled with sharp teeth and an impressive set of fangs. Its arms are thin compared to its legs, though still corded with muscle and ending in a set of raking claws. The juggernaut's thick skin hangs loose as if portions of it might slough away at any time.



The Red Curse: The Slagovich juggernaut gains multiple Legacies, all from Region 1. Amber Paralysis, War Cry, and Weapon Hand are the most common. The creature does not require *cinnabryl*. In an attempt to overwhelm its opponents, the juggernaut often uses up all of its Legacies quickly.

Combat: The Slagovich juggernaut wades into battle with a high-pitched screeching, forcing all opponents within 30 yards to make a successful saving throw vs. paralyzation or be stunned for 1d4 rounds, losing all attacks. It can use this stun attack only once per turn. It depends on its tough skin for protection while attacking with its claws and teeth. The creature regenerates at a rate of one point per turn. Once battle has begun, the Herathian voat does not flee until its opponents are dead.

During the initial few rounds, if faced with more than one attacker, the creature will attack the largest opponent, perceiving it as the biggest threat and the better meal. If any opponent consistently inflicts large amounts of damage or ever hits for more than 15 points of damage in a single round, the juggernaut will turn on that opponent. Using this criteria, the creature moves from one attacker to another until none are left standing.

Habitat/Society: The Slagovich juggernaut was created to solve the Herathian voat problem. The juggernaut was infused with a taste for voats and was supposed to hunt them to extinction. This worked until the creatures learned that other food was more

plentiful and just as good.

Over the centuries these creatures have developed their own migratory routine. They travel to Herath for one month in the spring to mate and roost within the forest. They then spread back out onto the Yazak Steppes and migrate back toward western Hule. It is fortunate for the races along the Savage Coast that very little of the juggernaut movement actually cross the borders of the various coastal kingdoms.

Herathian voats will attack and eat anything. They feed on juhrians and neshezu when in the right area for them. Juggernauts are also a problem for goblinoid settlements on the Yazak Steppes and communities in Western Hule.

Ecology: The Slagovich juggernaut is a predator of the highest order. Prides of feline occasionally take one down, but not without cost to themselves.

Perhaps because of the ancient magics which twisted their fates, Herathian voats appear to have no redeeming qualities at all. Alchemists cannot even find an application that takes advantage of its limited regenerative power. (Blood from other regenerating beasts is a prime ingredient in *potions of healing*.)

VULTUREHOUND

CLIMATE/TERRAIN:	Temperate, subtropical, or tropical steppes
FREQUENCY:	Rare
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Day
DIET:	Carnivore
INTELLIGENCE:	Animal (1)
TREASURE:	J(x10), K(x10), L(x5), M, N
ALIGNMENT:	Neutral
NO. APPEARING:	4d6
ARMOR CLASS:	5
MOVEMENT:	10, Fl 18(C)
HIT DICE:	2
THAC0:	19
NO. OF ATTACKS:	3 (talons/talon/beak)
DAMAGE/ATTACK:	1d3/1d3/1d4
SPECIAL ATTACKS:	Legacies
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	S (4' long)
MORALE:	Average (8-10)
XP VALUE:	65



A vulturehound is a bizarre combination of vulture and wild dog, perhaps engendered by some overly-curious Herathian mage. Vulturehounds have long, gray, shaggy hair on their bodies. Like vultures, they have naked heads, which are usually either black or red. They have doglike legs, ending in sharp, curved talons. Protruding from their sides are small, feathered wings, and they have sharp hooked beaks in place of muzzles.

Vulturehounds are scavengers found in Renardy and the Yazak Steppes.

The Red Curse: Although the vulturehounds that inhabit the Yazak Steppes are not directly under the influence of the Red Curse, those in Renardy do acquire Legacies. However, vulturehounds never suffer from Affliction. The most common Legacies for vulturehounds include Gas Breath, Acid Touch, Gaseous Form, and Sleep.

Combat: In battle, vulturehounds will rear up on their hind legs by flapping their wings, allowing them to attack with their two front talons and their beak. If unable to rear up, they can only employ their beaks. These creatures have a high Armor Class rating due to their speed and Dexterity.

Vulturehounds cannot fly after they lose more than 75% of their starting hit points. Vulturehounds are poor at aerial combat, but packs of them can manage it. In the air, vulturehounds rely on their front talon attacks.

Habitat/Society: Vulturehounds foray out from their dens (like hounds) in hunting packs to search for food, which they drag back to their lair to devour. The scant treasure found there will be from previous victims.

Vulturehound lairs have a 50% chance of containing 3d4 pups. Pups have 1d4 hit points, cannot fly, and bite for 1d2 points of damage. Pups, if taken young enough, can be trained for war or hunting. These animals have a keen sense of smell. A trained vulturehound tracks as a 5th-level ranger or adds a +3 bonus to any ranger companion's tracking skill.

Vulturehounds have a definite hierarchy. The smaller specimens have to wait to eat until the more powerful vulturehounds are finished.

Any given vulturehound is 50% likely to be infested with cardinal ticks.

Ecology: Vulturehounds feed on a mixture of carrion and live prey. They are known to attack sick or isolated prey, including batracines and caniquines. Vulturehounds hunt using a combination of keen eyesight, soaring and watching for vultures descending to feed, and a keen sense of smell. Unlike most vultures, vulturehounds have well-developed voices, with a baying call similar to that of a hound.

Vulturehounds are immune to vermilias, and vulturehound blood can be used as a component for medicine used to combat vermilias infection. Each vulturehound yields enough blood to manufacture 1d6 doses of antivermilia medicine. Manufacturing the medicine requires a mage of at least 9th level with an alchemical laboratory. The finished medicine is very expensive, often commanding prices in excess of 150 gold pieces per dose. However, the medicine is very effective. A single dose will completely cure a man-sized or smaller creature of vermilias infection.



WALLARA

CLIMATE/TERRAIN:	Nonarctic woods, plains, or caverns
FREQUENCY:	Rare
ORGANIZATION:	Clan
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Average to Exceptional (8-16)
TREASURE:	E (Q, S)
ALIGNMENT:	Neutral or good, usually lawful
NO. APPEARING:	2d4
ARMOR CLASS:	9
MOVEMENT:	12
HIT DICE:	2
THAC0:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	By weapon
SPECIAL ATTACKS:	Vanish
SPECIAL DEFENSES:	Mimic surroundings
MAGIC RESISTANCE:	Nil (10%)
SIZE:	M (7' tall)
MORALE:	Average (8-10)
XP VALUE:	175
Bodyguard	270
Leader	420





The wallaras (sometimes called chameleon men) are the oldest of the lizard kin races and are descended from dragons. Once a proud and wise race, the wallaras were reduced to their current primitive state through the action of the araneas. (See *The SAVAGE COAST Campaign Book*.) The wallaras inhabit the extensive grasslands on the northern shore of the Orc's Head Peninsula, far from human and demihuman civilizations, so the reclusive wallara do not have to work too hard to avoid contact with strangers.

Wallaras stand seven feet tall, and their spindly arms and legs make them look quite thin. Some folk think that they resemble tall, slender humans. They move with a stride that other races find gangling and awkward. Wallaras have multicolored, somewhat scaly skin with stripes of various shades of red, blue, indigo, green, yellow, violet, brown, orange, black, and white. Few wallaras have every hue; most have three or four predominant colors. The colors seem to shift and swirl when they walk. Wallaras never show any sign of discoloration from the Red Curse.

Wallaras speak their own language, Risil, and many also speak common.

The Red Curse: Because wallaras live outside the areas directly affected by the Red Curse, they generally do not have Legacies or Afflictions. There may be some wallaras with Legacies, but such individuals would be extremely rare. Unlike other races, which often shun the Afflicted, the wallaras simply accept what is. They make an effort to include the Afflicted members of any race and account for any disabilities that may occur.

Combat: Wallaras usually arm themselves with light weapons: daggers, spears with wommeras (throwing holders), or clubs called nulla-nullas. They prefer to use nonmetal weapons and equipment. They never wear armor, as it interferes with their natural abilities; whenever possible, they would rather blend into the scenery than fight openly.

Their most useful ability by far is their *vanishing* ability, which they use to avoid combat or surround opponents. Each round, a wallara can vanish and reappear up to 120 feet away. The ability is essentially the *dimension door* spell with a 120-foot range. They wield such precise control over the ability that they never reappear in midair or inside solid objects. Of course, they cannot appear in the exact spot as someone or something else, neither can they attack and use this ability in the same round.

Wallaras also have the ability to emulate a *ring of chameleon power*. Whenever a wallara desires, it is able to blend in with the surroundings, enabling 90%

invisibility in most surroundings. If the wallara mingles with creatures of Intelligence 4 or greater, the wallara seems to be one of those creatures, but each turn of such an association carries a 5% cumulative chance that the creatures will detect the wallara. Creatures with a 16 or greater Intelligence use their Intelligence score as an addition to the base chance of detection. For example, a creature with a 16 Intelligence would have a base chance of $(16 + 5\%) = 21\%$ at the end of the first turn, 26% at the end of the second turn, and so forth.



Wallara leaders in smaller settlements are usually called Lords of Shade and Hue. They have 4 Hit Dice and 1d20+10 constant bodyguard/warriors with 3 Hit Dice. Many wallaras may become even stronger, with rangers of up to 15th level, and Mendoo (priests) of up to 10th level. These great leaders are found in larger settlements and in the Lost City of Risilvar, the capital of Wallara.

Habitat/Society: All wallaran settlements feature a magical site called a tookoo. The tookoo of a clan is the equivalent of a temple to many other races. The tookoo of a cave-dwelling clan might be a special grotto that glistens with arcane crystals. Forest dwellers might revere an ancient tree of strong magic. These sites





always radiate magic and enable chameleon men to fight with a +2 bonus for both attack and damage rolls. When fighting for their tookoos or homes, their morale rises to Fearless (20).

Wallaran government, such as it is, also centers around the tookoo. If a clan has an important decision to make, all the members of the clan will gather in the tookoo. They will remain there until they reach a decision by consensus. They will carefully explore all the issues and ramifications of a decision, one that is best for everyone involved.

Once a year, chameleon men shed their skins, much as lizards do. They save the skin for a vital purpose: reproduction. As the race has no female gender, they reproduce by placing their old skins in their clan's tookoo. Each offering has a 5% chance of magically budding into a young wallara, which grows to maturity in just eight weeks. The new wallara then stays with the tribe for at least a year to learn a trade.

Wallaras, like their dragon ancestors, are a long-lived race. A lucky wallara can live as long as 250 years. Wallaras who are older than 200 years develop 10% magic resistance, a holdover from their dragon ancestry.

Wallara live in quiet harmony with nature. A Herathian spell reduced them to a stone-age level of development, and they are just now beginning to rediscover their past. They enjoy games of all sorts. When they war among themselves, the battle is stylized and designed to let out frustrations and grievances without causing a great deal of harm to anyone.

At some point during their lives, most wallaras experience a sort of wanderlust and leave for a period of time to explore the world. This is known as going on walkabout. Even while on walkabout, wallaras rarely leave the grasslands. A wallara on walkabout is almost always accompanied by a wallaran spirit.

Ecology: Wallaras enjoy watching over old woods, caverns, and places of natural beauty. They attempt to maintain the harmony of nature while piecing together the puzzle of their past. Individual wallaras will often devote their entire lives to nurturing and caring for a particular location, type of animal, or species of plant. They subsist on small game, fish, and crops they grow. Less scrupulous wizards prize wallaran skin as a component for making *robes of blending*.

WURLING

CLIMATE/TERRAIN:	Any hot climate
FREQUENCY:	Very rare
ORGANIZATION:	Patron
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Exceptional (15-16)
TREASURE:	A, D
ALIGNMENT:	Lawful evil
NO. APPEARING:	1
ARMOR CLASS:	5
MOVEMENT:	24, Br 3
HIT DICE:	10-15
THACO:	10 HD: 11 11-12 HD: 9 13-14 HD: 7 15 HD: 5
NO. OF ATTACKS:	2 (bite/tail)
DAMAGE/ATTACK:	2d8/1d8
SPECIAL ATTACKS:	Roll over, Legacies
SPECIAL DEFENSES:	Spell immunities
MAGIC RESISTANCE:	2% per HD
SIZE:	Huge (30'-45' long)
MORALE:	Fanatic (17-18)
XP VALUE:	5,000 + 1,000 per HD over 10

Wurmlings are large, intelligent worms, often found at the helm of evil brotherhoods (such as assassins' guilds) and crime syndicates. They rule through a combination of physical presence, intellect, cunning, intimidation, and blackmail. Wurmlings are utterly greedy masters of subterfuge and blackmail, skillful at acquiring wealth and manipulating pawns. Wurmlings have an unparalleled ability to pay attention to details. They have phenomenal memories and never forget anything.

Wurmlings grow up to 45 feet long, gaining in length and bulk as they age. A mature wurmling (10 Hit Dice) weighs about eight tons and gains 1 ton per Hit Dice thereafter. They are brown in color, with a tough, leathery hide. The top of the wurmling is usually a darker shade than its underside. They have small spindly arms, a long whip-tail, and a prehensile tongue. They have large, yellow eyes and can see quite well in a wide variety of ambient lighting conditions, from bright sunlight to a single flickering candle.

The Red Curse: Each wurmling gains Legacies as an Inheritor of level equal to its Hit Dice. Thus, a 10 Hit Die wurmling has five Legacies, just like a 10th-level Inheritor. A 12 Hit Die wurmling has six Legacies,





and a 15 Hit Die wurmling has seven Legacies. A wurmling requires *crimson essence* to activate all Legacies after the first. However, like an Inheritor, the wurmling gains the Legacy permanently. Also, the wurmling requires *cinnabryl* to support its Legacies.

Typical wurmling Legacies include: Anti-Poison, Crimson Fire, Digging, Farsight, Red Shield, Shape Stone, and Temperature. Wurmlings often have Legacies appropriate to Eusdria.

Combat: A wurmling rarely enters melee combat, but it does have a ferocious bite and a whip-tail that it can use in an emergency. While its arms are small and spindly in comparison to its massive body, its great weight and bulk give it an effective Strength of 20 for purposes of holding on or grabbing things.

In spite of their bulk, wurmlings are extremely quick. If they have enough room, they can *roll over* on up to three man-sized or smaller opponents. If the victim makes a successful saving throw vs. paralysis, he avoids the attack. If the saving throw fails, the victim takes 1d4 points of damage per Hit Die of the Wurmling. If the wurmling stays on top, the victim continues to take this damage each round. Additionally, if the victim fails the initial saving throw, all of his items must make a successful saving throw vs. crushing blow or be demolished.

Special Abilities: Wurmlings are immune to the hallucinatory effects of scarlet pimpernel and will often use this substance to augment their Legacies.

Wurmlings have the following thief abilities as a thief of equivalent level: open locks, find/remove traps, move silently, hear noise, and read languages. Wurmlings are skilled with languages and are able to fluently communicate in one language per 2 Hit Die. They also have the equivalent of the legend lore ability and the local history nonweapon proficiency. A wurmling gains additional information-related nonweapon proficiencies as a thief of equivalent level.

Wurmlings are immune to any mood-altering abilities or proficiencies such as fast talk, intimidation, or a bard's charm ability. They also get a +3 bonus on all saving throws against mind-altering spells such as *charm person*, *emotion*, *forget*, and *suggestion*. The same bonus applies to any mind-affecting Legacies used against the wurmling.

Habitat/Society: Wurmlings, while evil, are scrupulously fair in their business dealing. They do not cheat, although sealing a bargain with them is a tricky business. Wurmlings thrive on the seamy side of business, and they drive extremely hard bargains.

Wurmlings do not tolerate competition, especially from other wurmlings. Each wurmling establishes a clearly defined territory. Conflict between wurmlings is always fatal to at least one of the wurmlings involved.

Wurmlings always have bodyguards. They are never found alone. There will always be at least 1d4 trusted guardians around the huge, bloated creature. In many cases, they have as many as 4d10 guardians. Typical guardian creatures include orcs, trolls (if properly trained), gnolls, evil humans, etc. Typically, a wurmling also has 100 to 200 retainers, servants, and assorted underlings.



A wurmling pays its people very good wages, which helps to ensure loyalty. The paranoid wurmling does not rely on that, however. Wurmlings seem physiologically incapable of trust. Instead, it supplements the wage-loyalty with magical conditioning, drug addiction, and blackmail. It typically knows 1d4 scandalous secrets about each of its servants.

Wurmlings sometimes obtain krolli bodyguards. The two races are compatible enough that the wurmling rarely has to blackmail or coerce its krolli bodyguards.

Wurmlings are typically involved with a host of illegal and reprehensible activities, including blackmail, black marketing, bootlegging, bribery, copyright infringement, drug-trafficking, extortion (exorbitant charges for services rendered), gambling, money-laundering, assassination, prostitution, "protection" schemes, racketeering, and smuggling. Wurmlings are unlikely to kill or maim a defaulter. Dead people do not repay loans. They are, however, relentless in pursuit of a jumper. Wurmlings typically have considerable influence in the local police force, military, trade and merchant's guilds, and political offices.





Ecology: Wurmlings are hermaphroditic; they have both male and female reproductive organs, although they are not self-fertile. Mating between wurmlings occurs only after long and arduous negotiations (carried out through intermediaries), followed by the signing and witnessing of elaborate, intensely detailed contracts and agreements. Wurmlings will mate only after they are absolutely certain that they are not currently (and will never be) competing. The mating always occurs in neutral territory.

Since wurmlings weigh several tons and their mating is very energetic (coupled with the spontaneous and unpredictable firing of their Legacies), it can be very dangerous to be anywhere near a pair of mating wurmlings. After mating, both wurmlings become pregnant and have one offspring after a gestation period of about two years. The immature wurmling stays with its parent until it reaches 10 Hit Dice (about 100 years), learning the business before it strikes out on its own. A wurmling can live to be over 1,500 years old. After its death, a wurmling's decayed remains turn into *steel seed*.

The only widely known wurmling resides in Eusdria. This may seem like a strange place for a wurmling, but it works; Eusdria gave up contact with the Heldann freeholds years ago, so the wurmling supplies a steady and illicit trickle of *red steel*. The wurmling poses as a legitimate business owner, but its legitimate businesses are only the tip of the iceberg. The wurmling's organization is also bound by a rigid code of business conduct, similar to the Honorbound code. Eusdrian officials have tried for years to pin a criminal conviction on the wurmling, but have so far been unsuccessful.

Lair Description: A typical wurmling lair is underground, in a city or other center of commerce. A wurmling lair will always be well-defended, with lots of open space, traps, guards, and detection points. Trick floors, pressure plates, false doors, and trip-wires are also common. The lair usually includes one or more special holding cells for use by the wurmling's information retrieval technicians. The lair will also include quarters and accommodations for the wurmling's servants and guards.

Anyone looking for written records will be sorely disappointed. Wurmlings never write anything down, relying on their flawless memory to keep books, juggle accounts, etc.

Wurmlings can burrow, albeit slowly. They take advantage of their long life span and burrowing ability to carve intricate networks of secret tunnels beneath their lairs.

WYNZET

CLIMATE/TERRAIN:	Any forest
FREQUENCY:	Very rare (common in Robrenn)
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Animal (1)
TREASURE:	J, K, L, M, N
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	7
MOVEMENT:	12
HIT DICE:	1
THACO:	19
NO. OF ATTACKS:	1 (bite)
DAMAGE/ATTACK:	1d3
SPECIAL ATTACKS:	Bite Legacy (1d8)
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	T (1'-2' tall)
MORALE:	Steady (11-12)
XP VALUE:	120

Wynzets are large, furry creatures commonly found in Robrenn forests. They tend to have the form of either gray squirrels or rabbits, but other forms have been found. A wynzet is cute and fluffy and appears to be very docile. Many humanoids find the appearance of the wynzet quite appealing, and wynzets will approach humanoids without fear. They are very docile and will allow themselves to be petted and fed quite tamely. They have soft fur and large, wide eyes.

This cute, tame appearance is very deceptive, however. The wynzet is a magical creature, empowered by the druids of Robrenn to help defend the forests. The wynzet is an extension of the forest that it lives in, and it taps in to the very "being" of the forest. Normally, its docile, pleasant appearance is quite true. It will happily play and frolic with nature-lovers. However, if the wynzet encounters a despoiler of the forest, its special powers come into play. It will approach such a despoiler, act cute and fluffy, and generally try to befriend the despoiler to get the him to drop his guard.

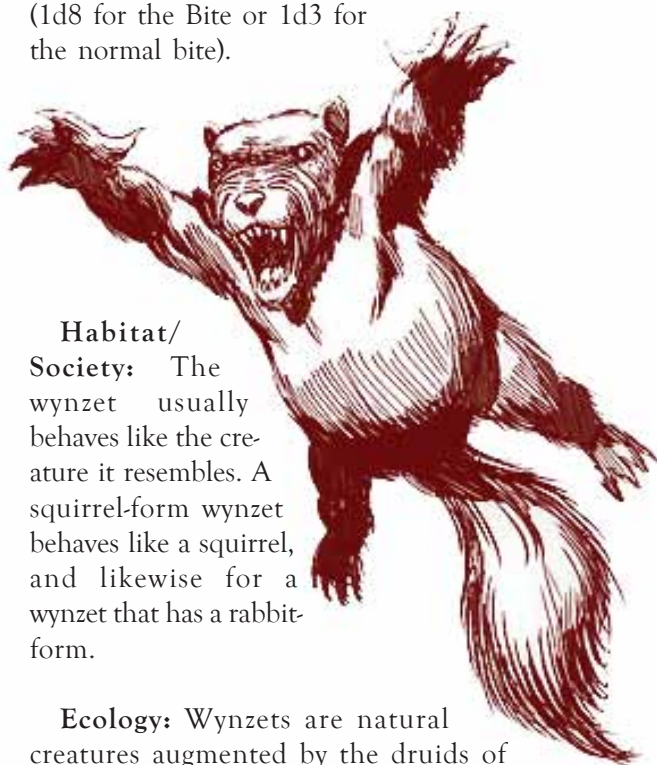
The Red Curse: Wynzets all have the Bite Legacy, but they do not require *cinnabryl*.

Combat: Once it has secured the friendship of someone who has been despoiling the forest, the



wynzet uses its Bite Legacy to attack the person's throat. The wynzet can perform a lightning-fast leap of up to 15 feet to make this attack. The wynzet must make a successful attack roll with a +4 bonus to implement this attack.

On the wynzet's first successful attack, the victim must make a successful saving throw vs. paralyzation (dexterity bonuses apply) or die. If the saving throw succeeds, the victim still takes double normal damage from the first Bite attack (2d8 damage). Subsequent attacks do normal damage (1d8 for the Bite or 1d3 for the normal bite).



Habitat/
Society: The wynzet usually behaves like the creature it resembles. A squirrel-form wynzet behaves like a squirrel, and likewise for a wynzet that has a rabbit-form.

Ecology: Wynzets are natural creatures augmented by the druids of Robrenn. A wynzet breeds as the creature it appears to be (squirrel or rabbit), but only about 5% of its offspring will be wynzets.

The wynzet restores ecological damage caused by despoilers of the forest. If marauders damage the forest, the wynzet kills them. Their bodies then decay and replenish the forest's ecology.

In Renardy, this creature is sometimes known as *le lapin mortel*.

YESHOM

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Sentient beings
INTELLIGENCE:	Supra-Genius (19-20)
TREASURE:	A
ALIGNMENT:	Neutral evil
NO. APPEARING:	1
ARMOR CLASS:	0
MOVEMENT:	1
HIT DICE:	14
THACO:	7
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	Variable
SPECIAL ATTACKS:	Black pudding, envelop
SPECIAL DEFENSES:	Spell immunities, struck only by magical weapons
MAGIC RESISTANCE:	75%
SIZE:	M (6' diameter)
MORALE:	Fanatic (17-18)
XP VALUE:	20,000

Yeshoms are the undead remnants of aranean mages who sought power, got it, and paid too high a price. In its normal form, the yeshom resembles a large puddle of oily, black tar.

Yeshoms came into being about 1,500 years ago, when a group of Herathian mages cooperated in an effort to gain immortality, augment the natural shapechanging abilities of the aranean race, and gain additional spellcasting power.

Their research effort succeeded in all three of these goals, discovering a method by which a powerful aranea could be transformed into a new form with vastly greater power. A number of Herath's best and finest mages volunteered for the treatment and were transformed into yeshoms, before the process's horrible side effects were discovered.

At first, the Herathian volunteers were able to retain their original alignments through force of will. However, the undead form carried a subtle evil warping influence, which slowly made the yeshoms psychotic and bitter. All of them eventually became insane, humanoid-hating recluses.

The Red Curse: Yeshoms each have six Legacies (as 14th-level Inheritors) from Region 4. They do not require *cinnabryl*.





Combat: Yeshoms are quite willing to engage in combat. Killing assuages their terrible boredom and hatred.

A yeshom casts spells as a 14th- to 18th-level mage. It also has the following permanent magical abilities: *infravision*, *comprehend languages*, *detect evil*, *detect good*, *detect invisible*, *detect magic*, *protection from good*, *protection from normal missiles*, *read magic*, *tongues*, and *unseen servant*.

With a successful attack (ignoring armor bonuses), a yeshom can choose to either do damage as a black pudding or envelop its victim. If the yeshom chooses to envelop its victim, a victim that does not make a successful saving throw vs. spell is thrust into an interior pocket-dimension and put into a state of *suspended animation*. Once a victim is placed in this state, the yeshom knows everything the victim knows. The victim can then be killed at the whim of the yeshom.

This horrible undead form amplifies the natural shapeshifting abilities of the araneas. The yeshom can assume the form of any man-sized or smaller creature, but each form retains its characteristic shiny, black, liquid texture.

In addition to their magic resistance, yeshoms are immune to any form of energy discharge, including lightning, fire, cold, and *magic missile*. They are also immune to any form of *sleep*, *charm*, and *hold* spells and death magic. They are also immune to poison. Holy water from the temple of a neutral good Immortal will inflict 2d4 points of damage per vial.

Anyone killed by a yeshom is gone forever, beyond resurrection, *raise dead*, and *wish*.

Habitat/ Society:

Yeshoms are extremely solitary; they have no retainers or undead followers. The yeshom is also cruel, irrational, and bored. Yeshom prefer to draw out the agony of a death, prolonging the victim's terror.

Yeshom are not prone to travel. They inhabit isolated regions and regard anyone or anything that wanders into their territory as prey. They

especially like to prey upon araneas, a form of revenge for the failed experiment.

Araneas try desperately to hide the existence of this creature from outsiders. Because the yeshom tends to stay in one place, the araneas simply avoid those places. Also, the secretive araneas rarely feel obligated to warn outsiders.

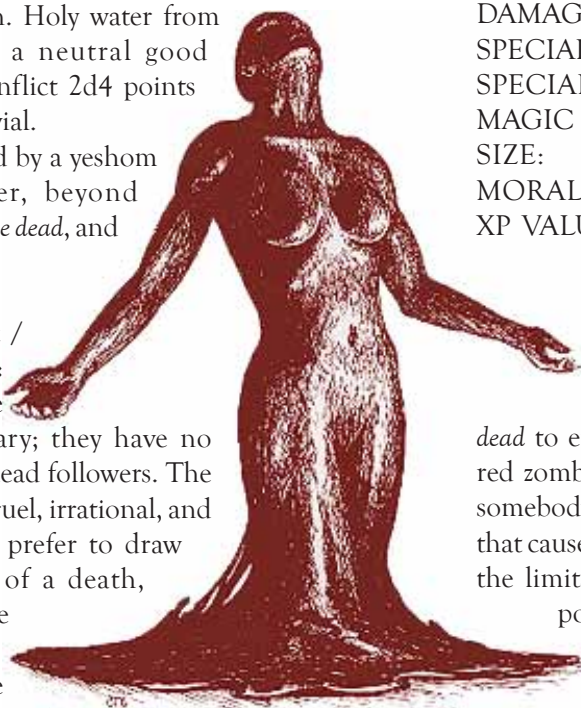
Ecology: Yeshom have little impact on the local ecology. They do, however, have large treasures, the belongings of their fallen victims.

ZOMBIE, RED

CLIMATE/TERRAIN:	Any
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	<i>Cinnabryl</i>
INTELLIGENCE:	Low (5-7)
TREASURE:	Nil
ALIGNMENT:	Neutral (evil)
NO. APPEARING:	1d6
ARMOR CLASS:	8
MOVEMENT:	9
HIT DICE:	2
THAC0:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d8
SPECIAL ATTACKS:	Deplete <i>cinnabryl</i>
SPECIAL DEFENSES:	Spell immunities
MAGIC RESISTANCE:	Nil
SIZE:	M (4'-7' tall)
MORALE:	Special
XP VALUE:	270
	420 w/1 Legacy
	650 w/2 Legacies

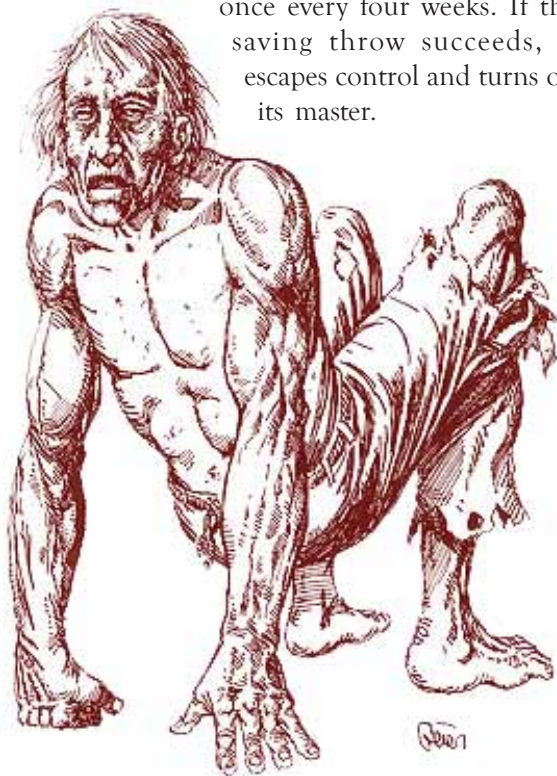
Red zombies are usually formed when a wicked mage or priest uses the spell *animate dead* to enchant the corpse of an Afflicted person. A red zombie will sometimes spontaneously form when somebody dies from the "red blight," a form of illness that causes non-Legacy using creatures, or those beyond the limits of the Haze, who wear *cinnabryl* to lose 1 point of Constitution per day until dead. A person who dies from the red blight and is not blessed during the burial has a 10% of rising one day later as a red zombie.

Red zombies ceaselessly pursue *cinnabryl*-using creatures. Because the malady that killed them was



caused by wearing *cinnabryl*, they are obsessed with destroying as much of the magical metal as they can. Regardless of the creature's alignment in life, the desire for destruction warps the red zombie into an evil creature. Their dim intelligence and ability to follow complex orders makes them slightly more useful than normal zombies to the evil mages and priests who animate these creatures. Still, their obsession with *cinnabryl* makes red zombies difficult to control. While under the control of a priest or mage, a red zombie is

allowed a saving throw vs. spell once every four weeks. If the saving throw succeeds, it escapes control and turns on its master.



A red zombie looks much as it did at the moment of its death, except for its dull red skin. It also emanates a bright red glow from the eyes and mouth. Red zombies have terrible mutations as a result of their Afflictions. Even if they do not have Legacies, the curse still warps them horribly.

The Red Curse: A red zombie that was a non-Legacy-using creature in life never acquires any Legacies. However, a red zombie that did have Legacies in life retains them in undeath. A red zombie that was an Inheritor in life will have at least two Legacies, and may have more (DM's option).

Combat: Red zombies behave much like standard zombies in combat. They are slow and unsteady, so they strike last in the combat round. They claw and gouge the flesh from their victims, eating it as they go. Red zombies prefer to attack creatures carrying *cinnabryl*. Red zombies are immune to *sleep*, *charm*, *hold*, *death magic*, poisons, and cold-based spells. A vial of holy water inflicts 2d4 points of damage (as acid) if it successfully strikes a red zombie.

Red zombies also deplete *cinnabryl*. They do this by eating the raw flesh of their victims. For each point of damage the red zombie inflicts, it depletes one day's worth of *cinnabryl* from its victim. A victim struck for 7 points of damage would immediately lose 7 day's worth (1 ounce) of *cinnabryl*. In addition, the red zombie gains 1 hit point for each full ounce of *cinnabryl* that it depletes from its victims. These extra hit points are temporary and vanish when the sun rises the next morning.

A red zombie will keep attacking relentlessly, stopping only when all of its potential victims are dead.

Red zombies also suffer double damage from weapons forged of *red steel*.

Habitat/Society: Red zombies congregate near sources of *cinnabryl* and pursue creatures who use *cinnabryl*. They have the ability to automatically detect this magical metal.

Each red zombie is an individual creature; they rarely act as a group unless controlled by some outside force. They can be controlled by evil mages and priests.

Ecology: Red zombies are not natural creatures, so they play little or no role in the ecological system. They do, however, present a danger to *cinnabryl*-using creatures.

